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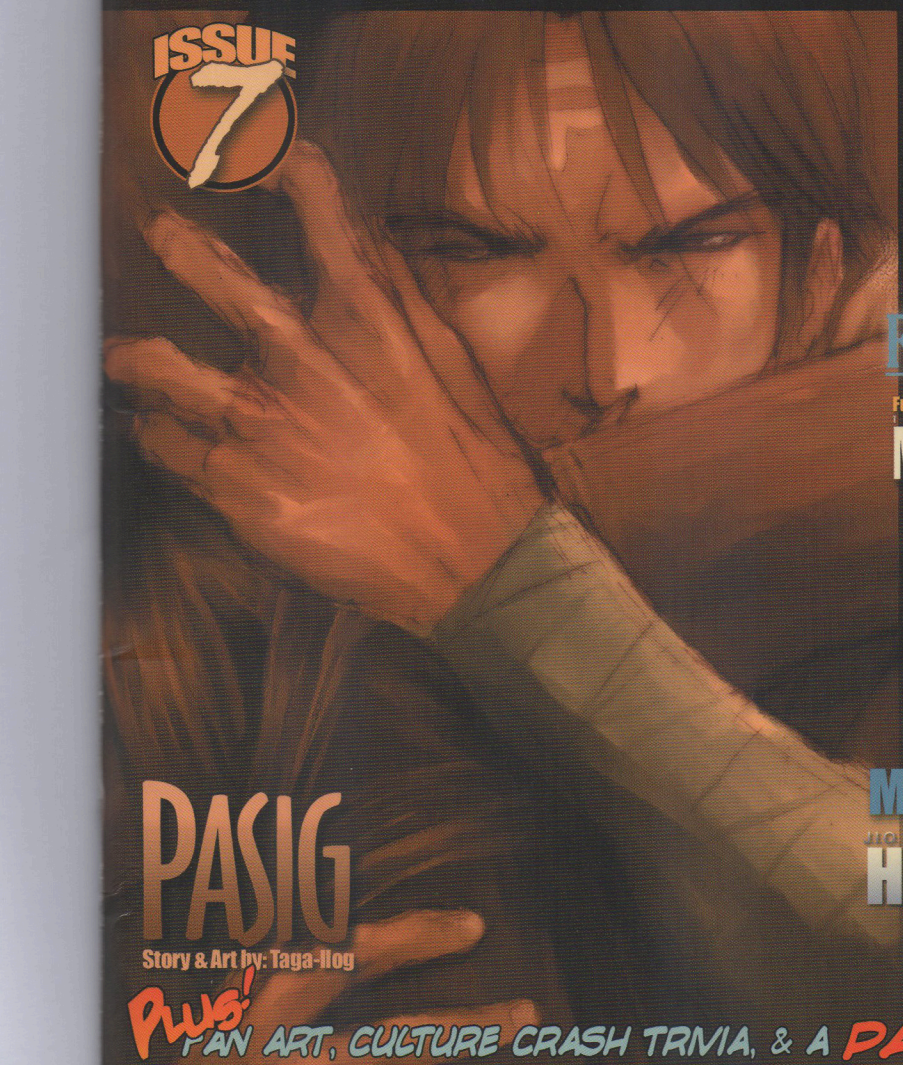
P85 ISSUE 7 VOLUME 1

CULTURE CRASH™

THE PHILIPPINES' PREMIERE COMIC MAGAZINE



ISSUE 7

PASIG

Story & Art by: Taga-Ilog

the LORD of the RINGS

The Man Behind the Rings

J.R.R. Tolkien

FINAL FANTASY X

Fun stuff you can do in

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2

SONS OF LIBERTY

tuloy ang ligaya

rivermaya

M2M

the big room

ONE ON ONE WITH ANGEL ACE CREATOR

Marco Dimaano

HOW WE DRAW

BASIC ADOBE PHOTOSHOP FILTERS

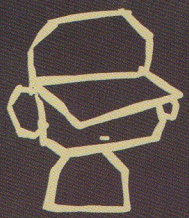
Plus! FAN ART, CULTURE CRASH TRIVIA, & A PASIG POSTER!!!

Solstice Butterfly

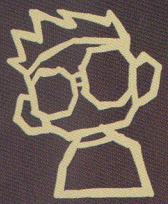
Cat's Trail

One Day Isang Diwa

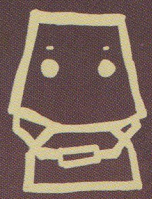
CCCOM NEW YEAR'S RESOLUTIONS:



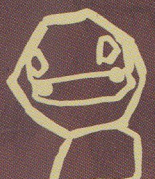
"HINDI KO NA MALILIMUTAN ANG IPAQ, BANKBOOK, SWELDO, WALLET, TISSUE PAPER, ATØP, SA OPISINA, AT BIBIGYAN KO NG MALAKING-MALAKING RAISE ANG AKING MGA TAUHAN... TEKA! SINO BA ANG NAGTA-TYPE NITO?!?"



"HINDI NA 'KO PAPATAY NG ISANG KARAKTER BAWAT ISSUE. EVERY OTHER NA LANG O KAYA LIMA-LIMA PER ISSUE. HINDI KO DIN MALILIMUTAN ANG PANGALAN NG AKING MGA PINSAN NA SI... GIGGLES ARCEO AT KIM DUNGO. HAPPY VALENTINES TO MY LEDLUNA."



"HINDI NA PO AKO MAGSUSUOT NG TIMBA TUWING BAGONG TAON KASI MAINGAY. HINDI KO KAKALIMUTANG BATIIN SINA... AAAA... UUUMMMM... GROOBIE, CARLO, JOSE, MARA, BIRDIE, NEMCY, DAVID, ALBERT, AT MARAMI PANG IBANG NALIMUTAN KO NA. HAPPY VALENTINES DIN KAY JOANAH."



"HINDI NA PO AKO MAGDODRAWING NG MGA KAMAY NA NAKALAPAG SA HINDI DAPAT KALAGYAN... UMMMM... KAHIT SABIHIN PA NI BHOSS. HINDING-HINDI KO KAKALIMUTANG BATIIN SI MIAKA NG *HAPPY BIRTHDAY AT I LOVE YOU. HAPPY VALENTINES DAY!*"

STAFF:

Jescie James L. Palabay
Jerard Dominic Irving F. Beltran
Elmer A. Damaso
Taga-Ilog (alias) Taga-Ilog
Dexter "Evil Dex" Lira

EAD 2011

CONTRIBUTORS:

Evil Dex
Bernie Sim
nemo
Michelle Anne

Taga-ilog

"GASP! ARE WE ON TIME?!?"

DA BHOSS ON TIME MANAGEMENT

Close, but no cigar! If all estimations prove right, first readers will probably have this copy in their hands by mid-February.

Since our last issue went out around late November, we should have come out during the last week of January or the first week of February. I guess I could argue that technically we are on time, but then we'd start relaxing our measly behinds and be late for the next issue!

Still, the results of the changes we've made around the office have definitely had a good impact. And, if things go according to the plan we have on paper you'll finally be enjoying CC on a more regular basis.

So is there a downside to all of this? Well, to be completely fair and honest with you guys, we are considering another price increase. For a plethora of reasons, we're considering a cover price anywhere between P100 to P120.

Okay you can pick yourself up from the floor. Big price increase, we know, and for no immediate visible reason to boot. It's really an internal affair that includes us getting more people among other things. If we go with the P100 price, we can probably start operating comfortably, if we go P120, then we get a better budget for equipment and a lot of other costly stuff. Also, please keep to mind that distributors get a significant chunk of the money.

There is a ray of light somewhere here though, the price increase is still up in the air and is being considered as a last resort. We have some ideas that may help us avoid taking that route so wish us luck on that department. Hopefully things will turn out favorably so that we can all stay happy. Believe us, we don't want the price increase.

Please feel free to write to us about this, we may no longer have the capacity of answering all your mails, but we do read them all as much as we can. And for something this sensitive a topic, we need your opinion!

Thanks guys, hope we hear from you!

Jescie James L. Palabay

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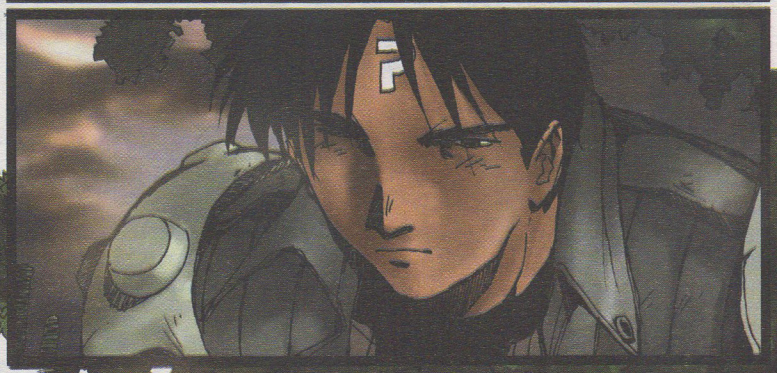
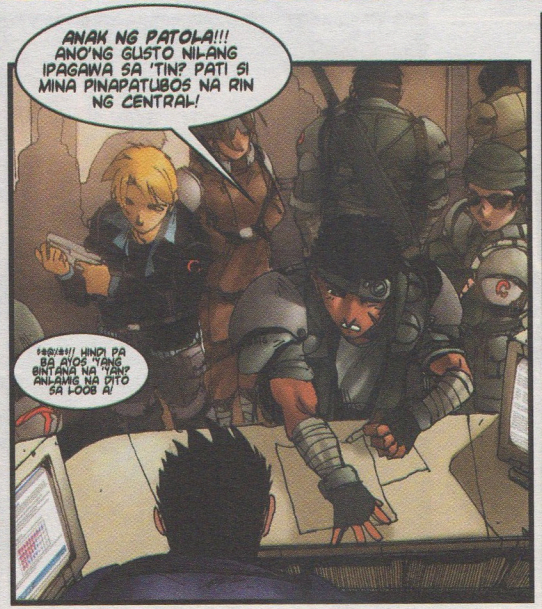
PASIG

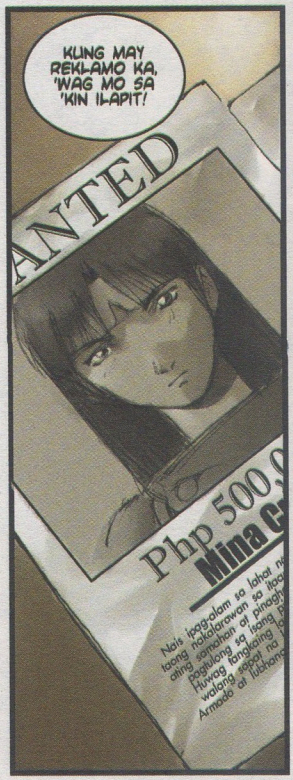
IKA-PITONG KABANATA: DALAMHATI

Story & Art by: Taga-Ilog
Flats assists: Evil Dex




ANAK NG PATOLA!!! ANO'NG GUSTO NILANG IPAGAWA SA 'TIN? PATI SI MINA PINAPATUBOS NA RIN NG CENTRAL!
@#$%&*!! HINDI PA BA AYOS 'YANG SINTAWA NA 'YAN? ANLAWAG NA DITO SA LOOB A!

BA'T BA AKO ANG SINISIGAWAN MO?!!
DISPATCHER LANG NAMAN AKO DITO... SA 'TAAS LAHAT NANGGAGALING ANG UTOS!!!


KUNG MAY REKLAMO KA, 'WAG MO SA 'KIN ILAPIT!
ANTED
Php 500,0
Mina C

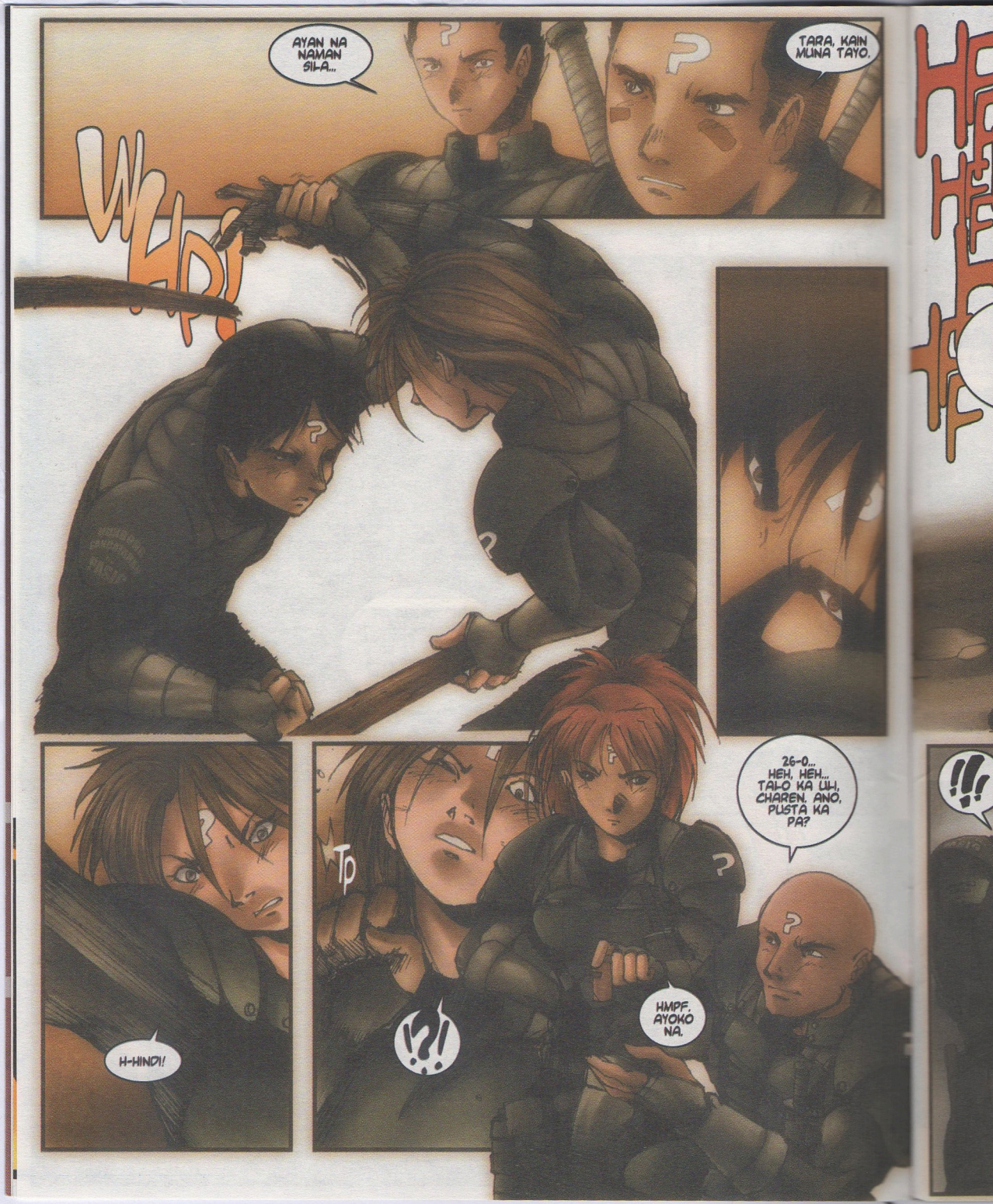
HMPF! PATI MGA MANUNUBOS TINATALO NILA! HINDI NGA NATIN ALAM KUNG ANO NA ANG GINAWA NI DANTE SA KANYA...

...MALAY NATIN, BAKA PINATAY NA SIYA...
TD TD TD

KUNG MAY DAPAT MAKULONG DITO, 'YANG SI ISIAH... WALA MAN LAMANG PAKUNDANGAN SA KAPWA MANUNUBOS.
KUNG WALA AKONG PAKUNDANGAN, WALA KA NANG ULO NGAYON.
CH-CHK
AREKUP-
MAKINIG KAYONG LAHAT! HINDI AKO MAGDADALAWANG ISIP NA TAPUSIN ANG SINUMANG SUROT NA HAHADLANG SA AKIN... MAGING MANUNUBOS MAN O HINDI!
CLAP CLAP CLAP CLAP CLAP CLAP
matatapang na salita galing sa isang talunan...
pero... maari siguro kitang matulungan.

TOK TOK TOK
Php 500,000
Mina Cruz
MINA!!! ANO NA NAMAN BA ITONG NAPASOK MO?!!

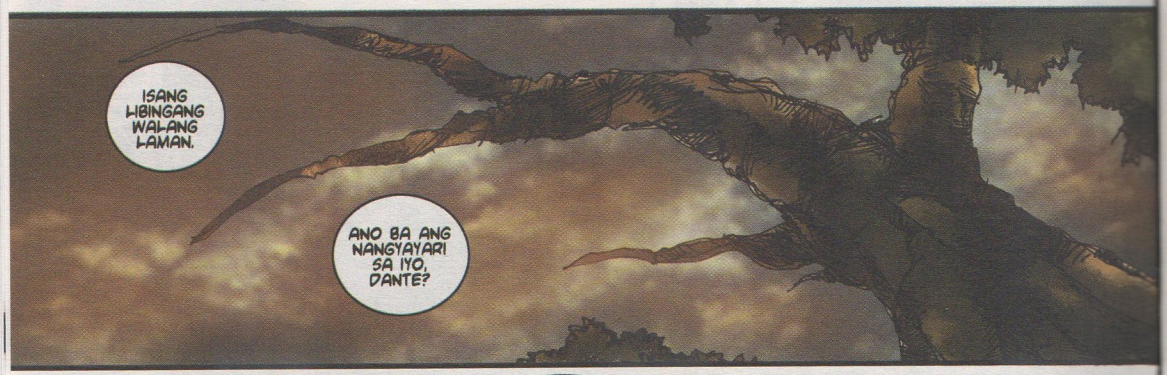
HFF HFF HFF
HINDI PA BA SILA TAPOS?
HEH... KANINA PA NGA SILANG UMAGA DIYAN EH... PARANG KULANG PA SA KANILA 'YUNG MGA NAKALABAN NATIN KAGABI.
KILL—
YAAAAHH!!
TP TP TP TP

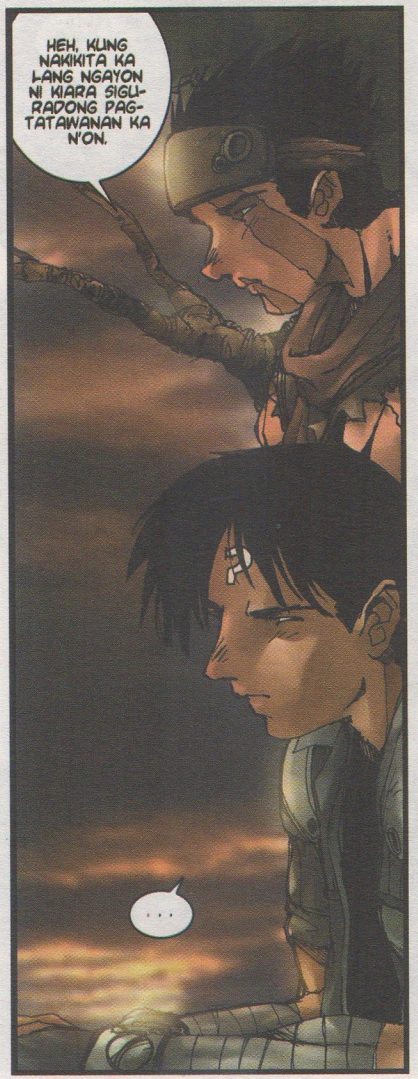

AYAN NA NAMAN SILA...
TARA, KAIN MUNA TAYO.
WHIP!
H-HINDI!
TD
!?!
26-0... HEH, HEH... TALO KA LILI, CHAREN. ANO, PUSTA KA PA?
HMPF. AYOKO NA.
!?!

HEHEHEHEHEHEHE
ISA PA, DANTE...
HINDI KA PA BA PAGOD, KIARA?
SALAMAT.
!!

FWOOOOO
PANALO AKO.
OY! AKIN NA 'YAN! ANDAYA NAMAN NITO O!
. . .
KULANG KA PA SA PRAKTIS.
MGA SAMPUNG KILOMETRO ANG LAYO NILA.
HOY! KAYO DIYAN! MAY MGA KALABAN NA PARATING...

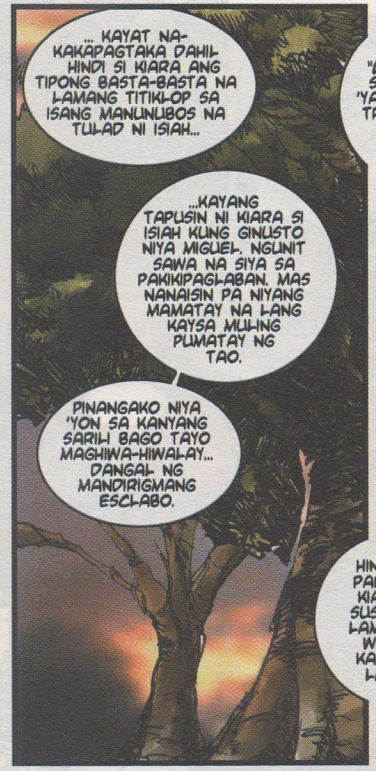
HAY SALAMAT, LABAN SA WAKAS! KANINA PA AKO NAIINIP DITO.
HE... HEH... WALANG KADALA-DALA ANG MGA TINAMAAN NG LINTEK.
MAX, GAANO KARAMI?
ISANG PUUU-TONG AT DALA-WANG GOLEM UNIT.
TCH. KAWAWA NAMAN SILA.
DANTE.





TIMAWA*- FREEMAN

HMM... KALAYA-ANG NAKAMTAN NIYA SA KAMATAYAN...
...MADALI NATING NAPATUMBA ANG MGA PULUTONG NG ALYADONG PILIPINAS NA SUMUGOD SA PASIG APAT NA TAON NA ANG NAKAKARAAN...

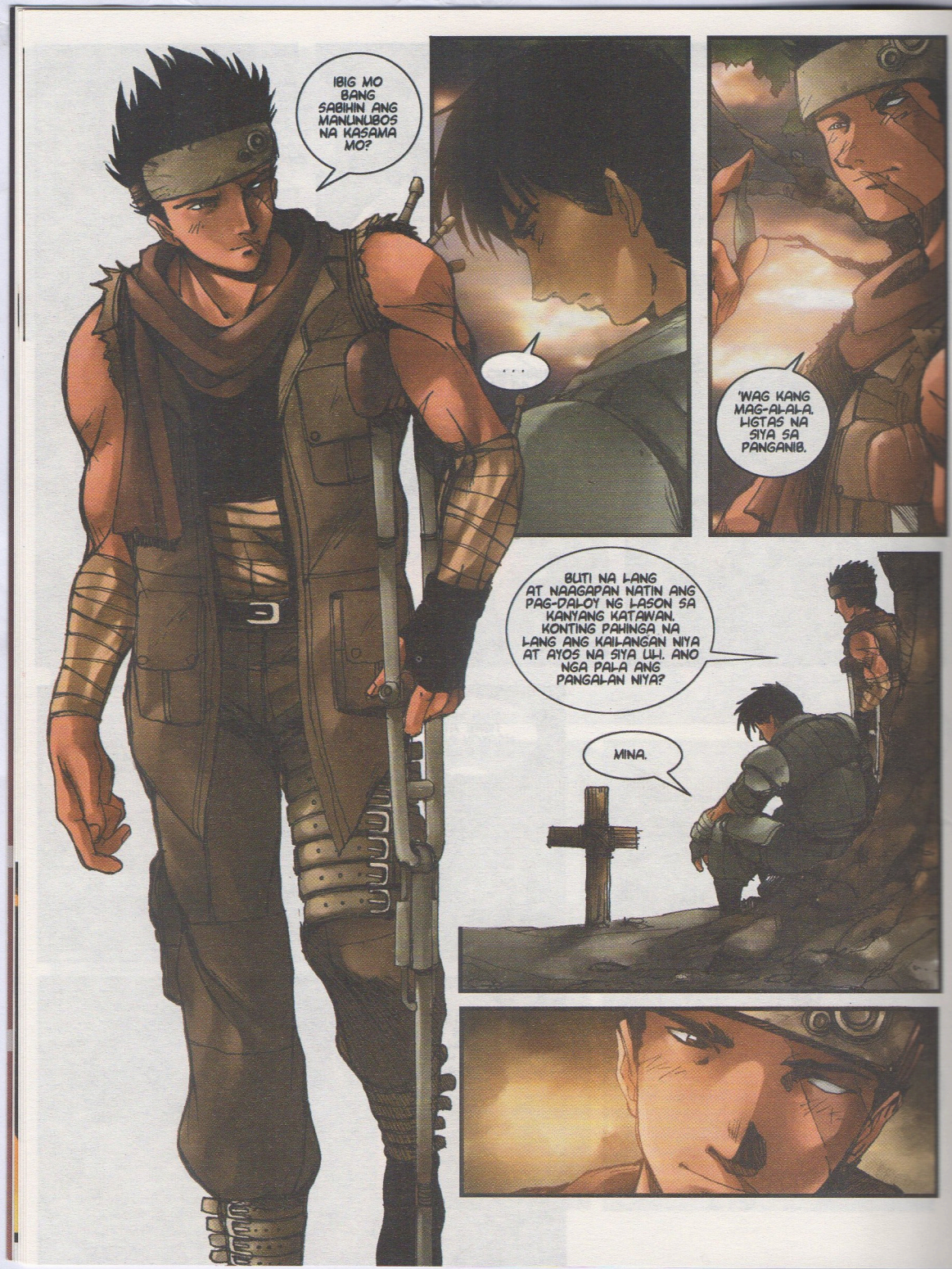

... KAYAT NA-KAKAPAGTAKA DAHIL HINDI SI KIARA ANG TIPONG BASTA-BASTA NA LAMANG TITIKLOP SA ISANG MANUNUBOS NA TULAD NI ISIAH...
...KAYANG TAPUSIN NI KIARA SI ISIAH KUNG GINUSTO NIYA MIGUEL. NGUNIT SAWA NA SIYA SA PAKIKIPAGLABAN. MAS NANAISIN PA NIYANG MAMATAY NA LANG KAYSA MAY-ING PUMATAY NG TAO.
PINANGAKO NIYA 'YON SA KANYANG SARILI BAGO TAYO MAGHIWA-HIWALAY... DANGAL NG MANDIRIGMANG ESCLABO.

HMPF. "DANGAL"?! SABIHIN MO 'YAN SA ISANG TRAYDOR NA TULAD NI CHAREN.
HINDI AKO PARANG SI KIARA NA SUSUKO NA LAMANG NG WALANG KALABAN-LABAN...

MAMAMATAY MUNA SI CHAREN SA MGA KAMAY KO, DANTE, BAGO AKO TULUYANG MANAHIMIK.
HUWAG KANG MAGPA-PADALOS-DALOS, MIGUEL...

...SINA MAX, TIGRE AT NGAYON PATI NA SI KIARA...
UNTI-UNTI NA TAYONG NALULUBOS... MAGING ANG MGA MANUNUBOS AY PINAGHAHAHANAP NA TAYO...

... PATI MGA WALANG KINA-LAMAN SA GULO NATIN NADADAMAY...

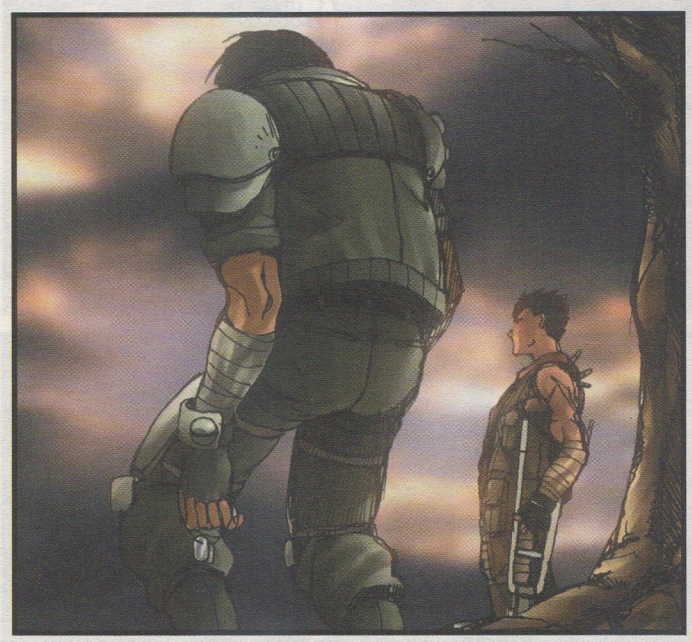

IBIG MO BANG SABIHIN ANG MANUNUBOS NA KASAMA MO?
. . .
'WAG KANG MAG-ALALA. LIGTAS NA SIYA SA PANGANIB.
BUTI NA LANG AT NAAGAPAN NATIN ANG PAG-DALOY NG LASON SA KANYANG KATAWAN. KONTING PAHINGA NA LANG ANG KAILANGAN NIYA AT AYOS NA SIYA ULI. ANO NGA PALA ANG PANGALAN NIYA?
MINA.

BAKAS NA BAKAS ANG PAG-AALALA MO KAY MINA NANG DALHIN MO SIYA SA SA AKIN NOONG ISANG LINGGO. NAKAKATAWA, PERO...
...HINDI KO INAASAHANG GANOON KALAKI ANG PAGMA-MALASAKIT MO PARA SA KANYA... HEH... PARA SA ISANG MANU-NUBOS NA TUMU-TUGIS SA MGA KATULAD NATIN...

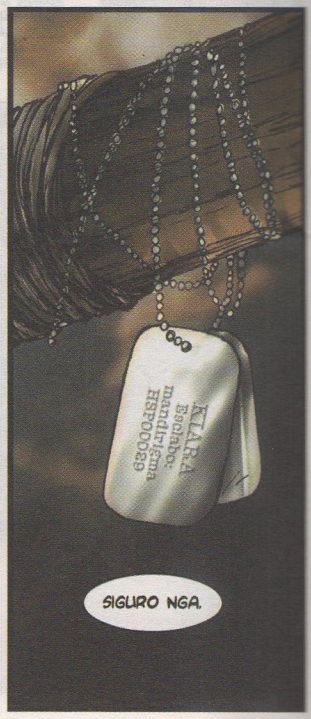
MALAKI ANG UTANG NA LOOB KO SA KANYANG PAMILYA...

"UTANG NA LOOB, PAGMAMALASAKIT, PAG-AALALA, DALAMHATI..." MGA SALITANG WALA SA BOKABULARYO NG MGA MANDIRIG-MANG ESCLABO, GAYUNPAMAN...

...SA LIKOD NG PUTING MARKANG ITO AY ISANG TAO PA RIN... MUKHANG UNTI-UNTI MO NA 'YANG NALILIMAWAAN, HA, DANTE?



SIGURO NGA MIGUEL...


KLARA
Esclabo:
mandirigma
HSP00029
SIGURO NGA.

ITUTULOY...

J.R.R. Tolkien

The Man Behind The Rings

by: Evil Dex

J.R.R. Tolkien is best known these days as the man behind the box-office hit -- The Lord of the Rings (for which viewers must wait two more agonizing years for the trilogy to conclude). But for lovers of fantasy literature, he's been long-known as somewhat of a legend.

Regarded by many as the father of fantasy literature, John Ronald Reuel Tolkien (Ronald to family and friends) was born to English parents Arthrur Reuel Tolkien and Mabel Suffield on January 3, 1892, in Bloemfontein, South Africa. His family moved back to England, particularly the West Midlands in 1895. He completed his studies at Oxford University and later joined the army in 1915. He married his long-time sweetheart Edith Bratt a year later, before he left for France to serve in the First World War.

He returned to England during the latter half of 1916 and sired his first child, a son, the following year. After the war, he worked as a professor of Anglo-Saxon at Pembroke College, Oxford, from 1925 to 1945, and until his retirement in 1959, Merton Professor of English Language and Literature.

Tolkien met C.S. Lewis (Narnia Series) in 1926. They became lifelong friends and members of a famous literary group —the Inklings. Then, after almost two years after the death of his wife, Tolkien passed away in Bournemouth on September 2, 1973.

Even as a young man, Tolkien had exhibited a love for stories, languages (particularly the Germanic languages) and a scholarly passion for detail. Having been raised in the English West Midlands during a steam engine-driven time of transition, he developed an abiding love for a vanishing countryside (He was warmly embraced by the proponents of the sixties' counter-culture for it). These, and his protracted obstacle-strewn courtship of his would-be wife Edith Bratt formed part of the soil from which would spring his greatest and most loved literary works: The Hobbit and The Lord of the Rings.

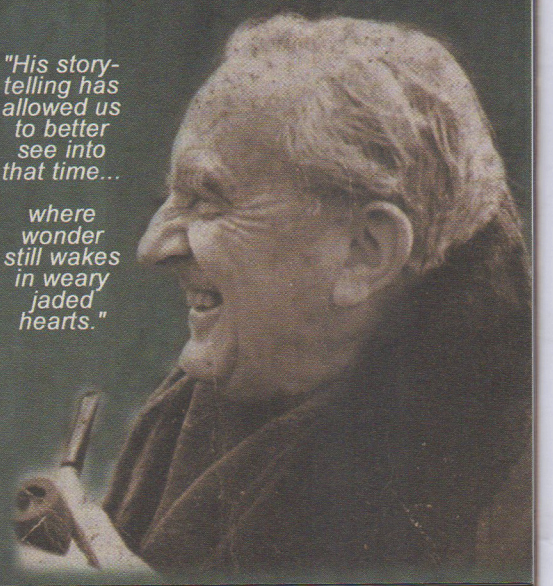
Tolkien could not have known the pop culture phenomenon he would unleash when he first penned The Hobbit (1937), a story set in a pre-historic, pre-Christian version of the world (Middle-Earth). It starred the Hobbit, Bilbo Baggins of the Shire, forced to grow up and replace his narrow view of the outside world as he adventured with dwarves and a kindly wizard to relieve a dragon of its ill-gotten treasure. Though it was a tale written primarily for children, its plot twists and the themes it explored also appealed to a mature audience. A growing number of adult fans began to clamor for a sequel, one he didn't deliver until 1953.

Prior to and during his writing of The Hobbit, his childhood pastime—inventing complex languages (!)—forced him to flesh out the people who spoke those languages, and the world that would become Middle-Earth. As his material increased, he was moved to write grand, sweeping tales involving them. Some of these stories would form The Silmarillion, (in a way, a prequel to all the events in 'Hobbit and in 'Rings). Building on the years of accumulated background material, he began work on The Lord of the Rings.

Millennia past, the Dark Lord crafted a Ring of Power and used it to raise mighty armies and enslave the world. The valiant last stand of an Alliance of Elves and Men allowed heroes to wrest the Ring from its master, and scatter his armies. Then the Last Alliance lost the Ring...

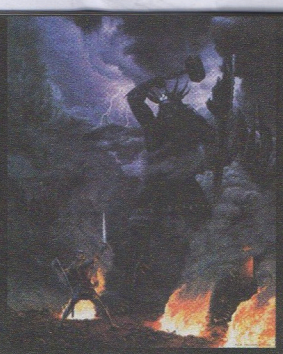
The Dark Lord has waited a thousand years for his enemies to weaken and die. He's raised a new army. He seeks the Ring with all his disembodied will. He knows who's got it. The future of Middle-Earth lies in the hands of the most unlikely of people to find and keep the Ring— Bilbo and Frodo Baggins of the Shire!

Grand and sweeping tale: 'Rings was all that and more when it first came out. Indeed, it resonated with people who were sick of the violence and hypocrisy of modern

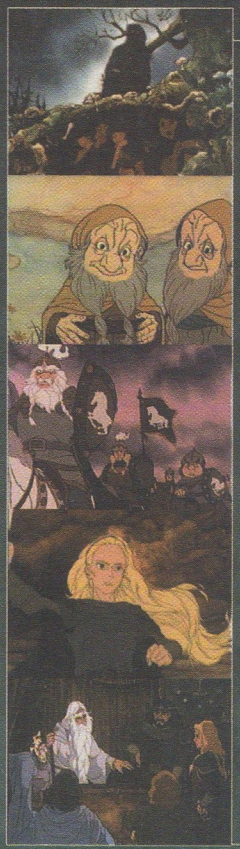


"His story-telling has allowed us to better see into that time...

where wonder still wakes in weary jaded hearts."



Many fantasy artists were inspired by Tolkien's creation. Shown above (from left): Boromir's death, Galadriel and Morgoth, the first Dark Lord.



life. In the pages of 'Rings, the weary British and American public found comfort. Students of literature and critics found something to argue about. Novelists found a new genre to play around in— fantasy fiction!

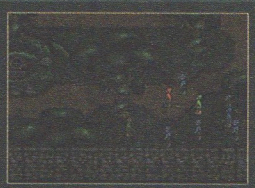
Everything else would follow. Role-playing, trading card and computer games— Chainmail, Dungeons & Dragons, White Wolf, Magic: the Gathering, Myst. Motion pictures— Willow, The Dark Crystal, Labyrinth. Comic books and Animation— Conan the Barbarian, Kull the Conqueror, Battlechasers, A Flight of Dragons and The Last Unicorn.

J.R.R. Tolkien has left an indelible mark on modern literature and has become one of the most influential authors of the late twentieth century. Creating new niches for writers, people in the field of entertainment, and (he would have been surprised) game developers. But his most important contribution to humanity is more fundamental. John Ronald Tolkien was a man from a simpler time, who delighted in the world around him. To quote Peter S. Beagle's 1973 introduction to the last installment of the Lord of the Rings: "He is a great enough magician to tap our most common nightmares, daydreams and twilight fancies, but he never invented them either: he found them a place to live, a green alternative to each day's madness here in a poisoned world."

His storytelling has allowed us to see into that other world, into that secret place where the air is still pure and the sunlight still golden— where wonder still wakes in weary jaded hearts.

J.R.R. Tolkien, English scholar, philologist, prose-writer and poet, left behind a legacy of work that will always define his immortality.

There are a couple of animated films based on Tolkien's books. Shown here are samples from a Ralph Bakshi film and a Rankin-Bass production.



AN SNES GAME OF LOTR? NO WAY!!! But we found it! And poor us, we played it... Poor Frodo got killed in the first stage of the game in so many ways and so many times, we started feeling guilty watching him turn into a pile of ashes. We would've played it longer had we not found the joy of playing around with the aircon remote. Be warned! Nice title screen though.

Tolkien Trivia:

Full Name: John Ronald Reuel Tolkien
Status: deceased; lives on as literary legend
Loves: his wife, Edith; languages; his privacy; his pipe
Pet peeves: Hollywood; anything French

Tolkien— n. from German *Tollkühn*, meaning "Foolhardy." It's said that a Tolkien ancestor led an assault on an enemy with superior numbers and arms during the one of the Crusades, earning for his progeny the family's unique title.

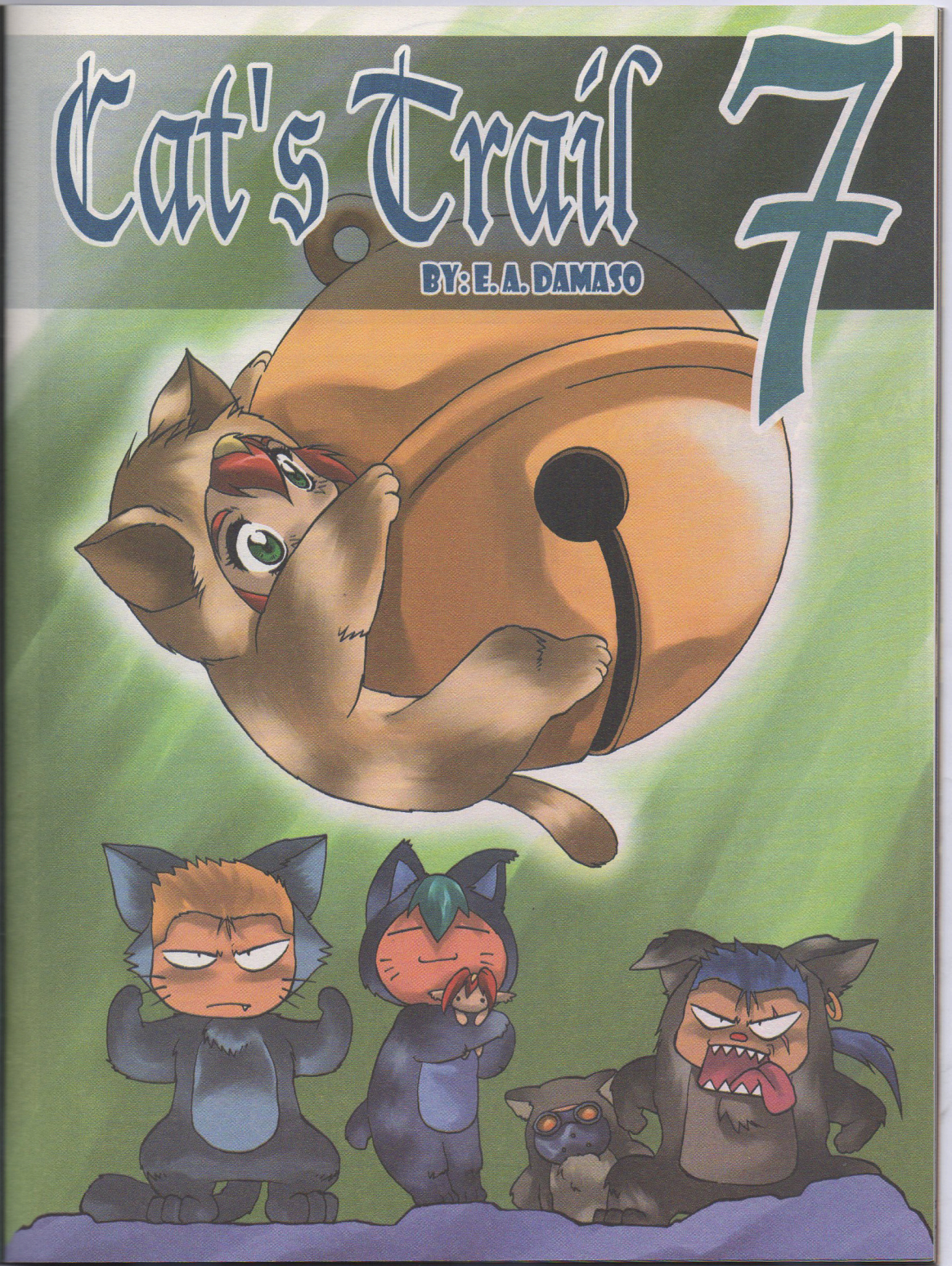
Hobbits— n. from Westron *Holbytla*, meaning "Halfling." The stars of Tolkien's Lord of the Rings. A relative of *homo sapiens*, they are a rotund, hole-dwelling race, ranging from 3-4 feet in height. They have curly hair, deft hands, stout hearts, and near-silent hairy feet.

The Great Ring— Put it on, it makes you invisible. Keep it on, and it prolongs your life. Keep it on long enough, and watch yourself slowly shrivel and become a mindless wraith. Bend it to your will and you can rule the world (ah, but nobody really bends it to his will— it bends *you*). To destroy it, two Hobbits take great pains to dump the Ring into the volcano within which it was forged.

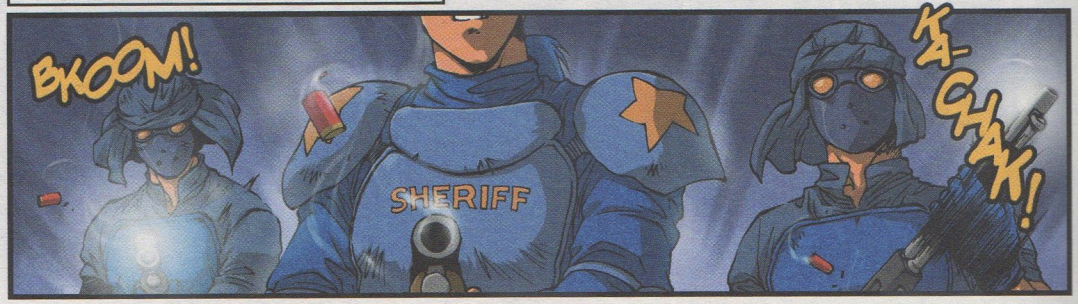
Scenes from the movie: Lord of The Rings (from top): Ring Wraith on horseback, the romance of Aragorn and Arwen, and female fan favorite, Legolas. Ahahaaay... Lhegolhaaas!!!

Cat's Trail 7

BY: E. A. DAMASO



NAPUNO NG INGAY NG PAGPUTOK AT PAGKASA NG BARIL ANG LOOB NG KWEBA...



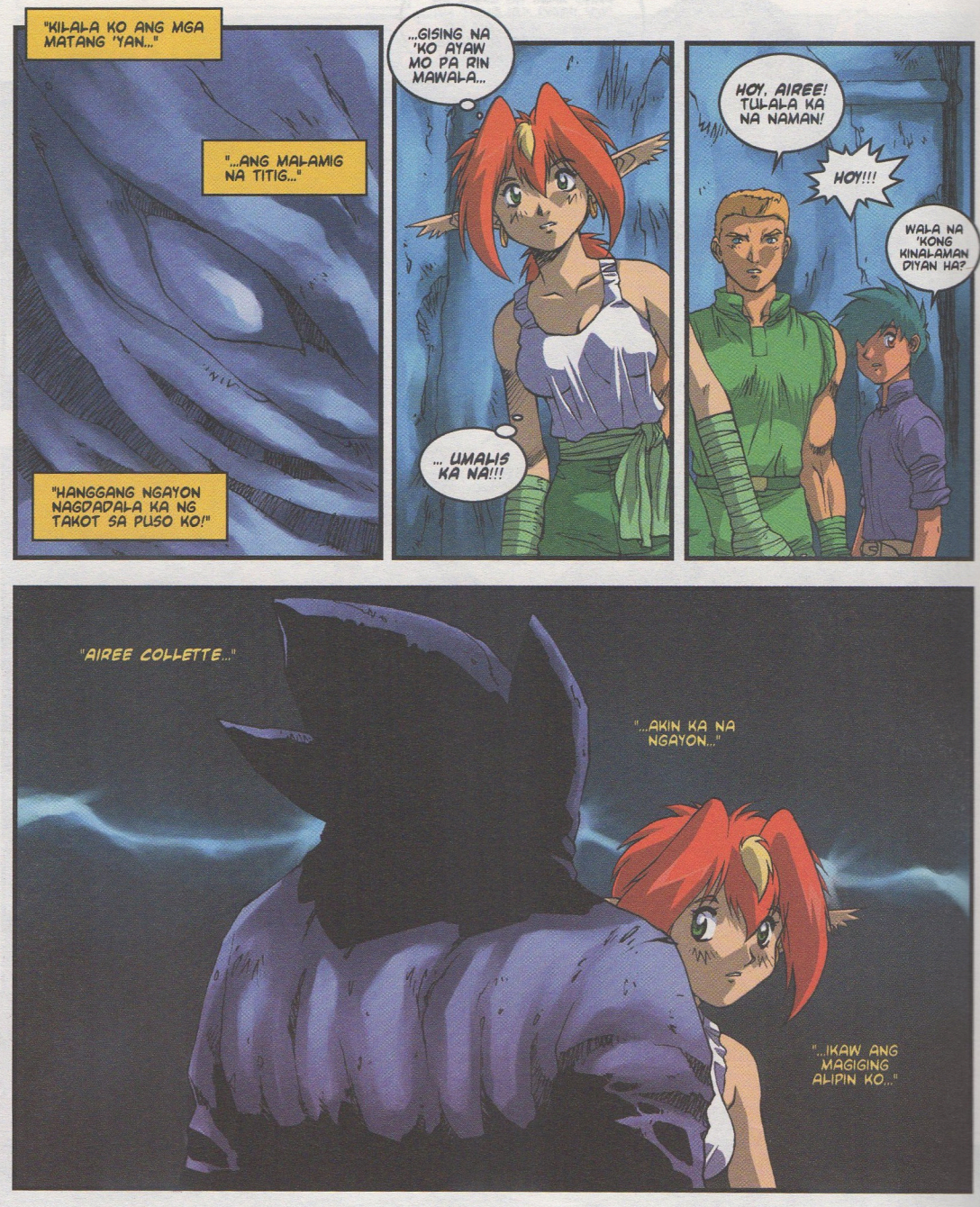
...KASABAY NITO ANG MALUNGKOT NGUNIT NAKAKAPANGILABOT NA ALULONG NG ISANG KAWAWANG HAYOP...

...HANGGANG SA BUMAGSAK SA LUPA ANG NASABING SALOT.

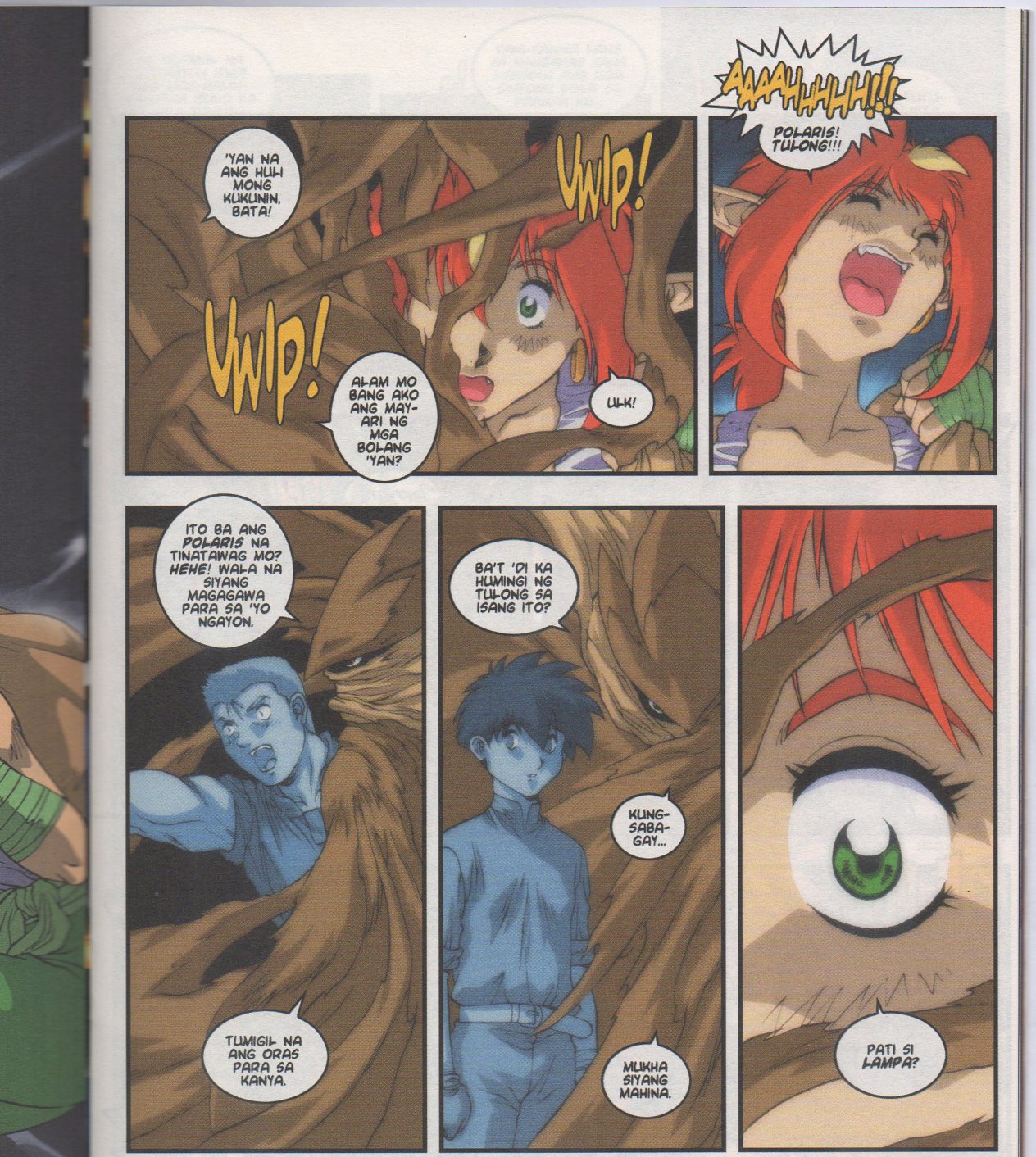
AT TILA SA PAKIKISAMA, NAMATAY ANG APOY NA KANINA'Y NAGSISILBING LIWANAG SA DILIM.

EPISODE 7 : KULILING

ASAR! NAGSAYANG LANG KAMI NG BALA SA 'YO! PERO SALAMAT NA LANG DIN... ALAM KO NANG NARITO SI AIREE AT ANG MGA KAIBIGAN NIYA.
SHERI
SER, NAGHI-HIWALAY PO ANG DAAN DITO.
ISANG PATAAS AT ISANG PALALIM SA YUNGIB.
DERETSO TAYO. HINDI AAKYAT SILA AIREE DAHIL WALA SILANG LALABASAN DOON.
YES, SER!!!
CHF
CHF
CHF
CHF
CHF
MAHUHULI KO NA SILA NGAYON. PAGBABAYARAN NILA ANG KAHIHIYANG DINULOT NILA SA 'KIN.

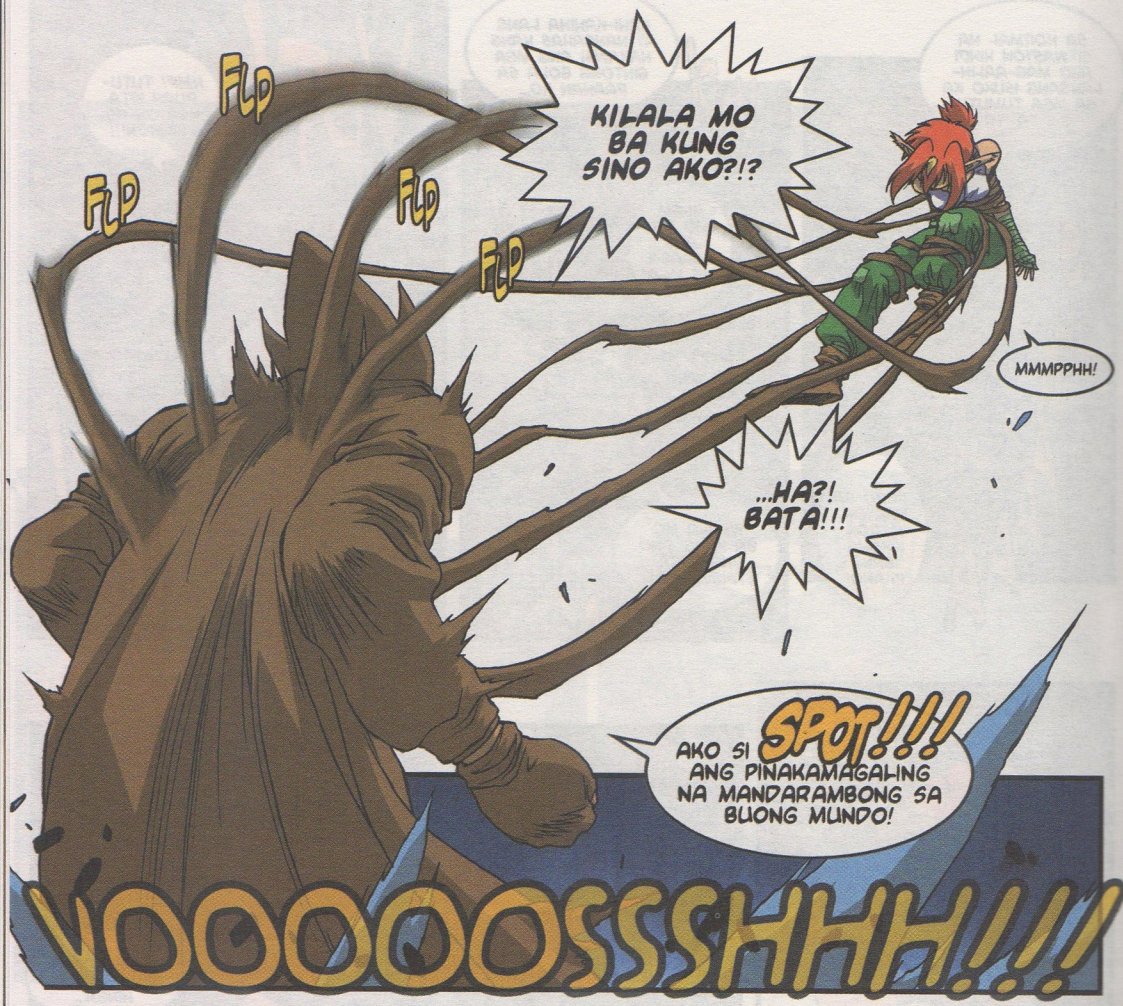

"KILALA KO ANG MGA MATANG 'YAN..."
"...ANG MALAMIG NA TITIG..."
"HANGGANG NGAYON NAGDADALA KA NG TAKOT SA PUSO KO!"
...GISING NA 'KO AYAW MO PA RIN MAWALA...
... UMALIS KA NA!!!
HOY, AIREE! TULALA KA NA NAMAN!
HOY!!!
WALA NA 'KONG KINALAMAN DIYAN HA?
"AIREE COLLETTE..."
"...AKIN KA NA NGAYON..."
"...IKAW ANG MAGIGING ALIPIN KO..."

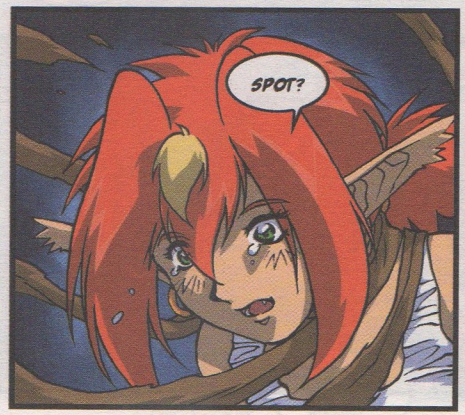
HA?!
ANO 'TONG MGA NASA PAANAN NG ESTATWA?...
MGA GINTONG BOLA?!?
YAHOO!!! SWERTE NGA NAMAN!!!
NAKUP! INATAKE NA NAMAN NG PAGKA-PABAYA...
HUWAG KANG PADALOS-DALOS! BAKA MAY PATI-BONG 'YAN!!!
PTINK!
PTINK!
PTINK!
WOOHOO!!! AKIN 'TO... AT ITO... AT ITO RIN...
HUWAG!!!
SHAAAA

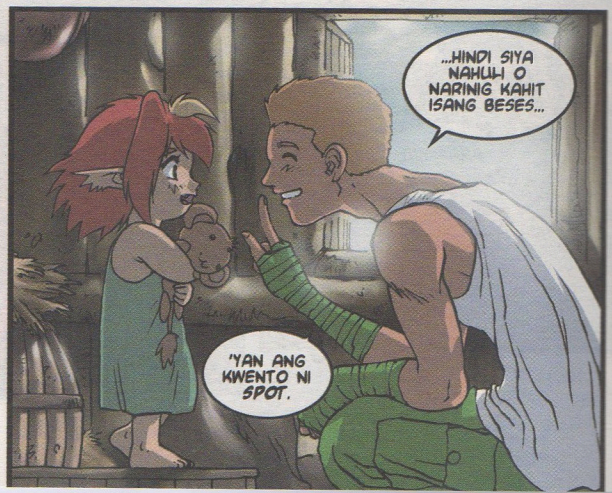

'YAN NA ANG HULI MONG KUKUNIN, BATA!
VWIP!
VWIP!
ALAM MO BANG AKO ANG MAY-ARI NG MGA BOLANG 'YAN?
UH-K!
AAAAHHHHH!!!
POLARIS! TULONG!!!
ITO BA ANG POLARIS NA TINATAWAG MO? HEHE! WALA NA SIYANG MAGAGAWA PARA SA 'YO NGAYON.
TUMIGIL NA ANG ORAS PARA SA KANYA.
BA'T 'DI KA HUMINGI NG TULONG SA ISANG ITO?
KUNG-SABA-GAY...
MUKHA SIYANG MAHINA.
PATI SI LAMPA?

NANANAGINIP LANG AKO... HINDI 'TO TOTOO...
HEHE! HINDI KA PA RIN NANINIWALA?
BAKA GUSTO MONG KURUTIN PA KITA.
AIREE!!! HUMANDA KA SA 'KIN!!!
POPPY?
MGA PANGGULO...
HINDI PA 'KO TAPOS DITO.
AYOKONG MAISTORBO!!!
ANO'NG?!?
KRRK
K-KRAG!
SER!!!
SALAMANGKA?
KRRK
BRRRM
BRRRM
BRRRM
BRRRM
WALA NAMAN SA KANILA ANG MARUNONG GUMAMIT NG SALAMANGKA AH!... 'DI BA?
TOTOO YATA ANG HINALA KONG MAY PANGATLO SILANG KASAMA...
'WAG KANG GUGULHO... 'WAG KANG GUGULHO...
GRRRR... MANATILI SA KINATATAYUAN NIYO!

SA NORMAL NA SITWASYON HINDI AKO MAG-AALINLANGANG ISUKO KA SA MGA TUMUTUGIS SA 'YO...
SHAAAAAA
...PERO SA NGAYON MERON AKONG IBANG PLANO!
KANI-KANINA LANG AY NANGAHAS KANG NAKAWIN ANG MGA GINTONG BOLA SA PAANAN KO...
VWP!
ALAM MO BA ANG HALAGA NG MGA 'YON?
VWP!
KILALA MO BA KUNG SINO ANG NAKABANGGA MO?!
VWP!
VDT!
HMP! TUTURUAN KITA NGAYON NG LEKSYON!!!
VDT!
SHWD!
SHWD!
AAAAKK!!!
SHWD!
FDT
HUMIHIGPIT..
FDT
FDT
FDT
NAHIHIRAPAN AKO'NG MAKAHINGA...
... BAKIT HINDI NA LANG AKO MAGISING SA BANGUNGOT NA 'TO?...


FLP
FLP
FLP
FLP
KILALA MO BA KUNG SINO AKO?!?
MMMPPHH!
...HA?! BATA!!!
AKO SI SPOT!!! ANG PINAKAMAGALING NA MANDARAMBONG SA BUONG MUNDO!
VOOOOOSSSHHH!!!


SPOT?

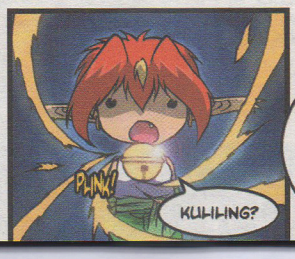

...HINDI SIYA NAHULI O NARINIG KAHIT ISANG BESES...
'YAN ANG KWENTO NI SPOT.

FLP
FLP
FLP
FLP
ALAM MO BA ANG HALAGA NG NINASA MONG NAKAWIN?
FWAKK!
ANG BAWAT ISA SA MGA BOLANG 'YON AY TESTAMENTO NG AKING GALING AT KASANAYAN.

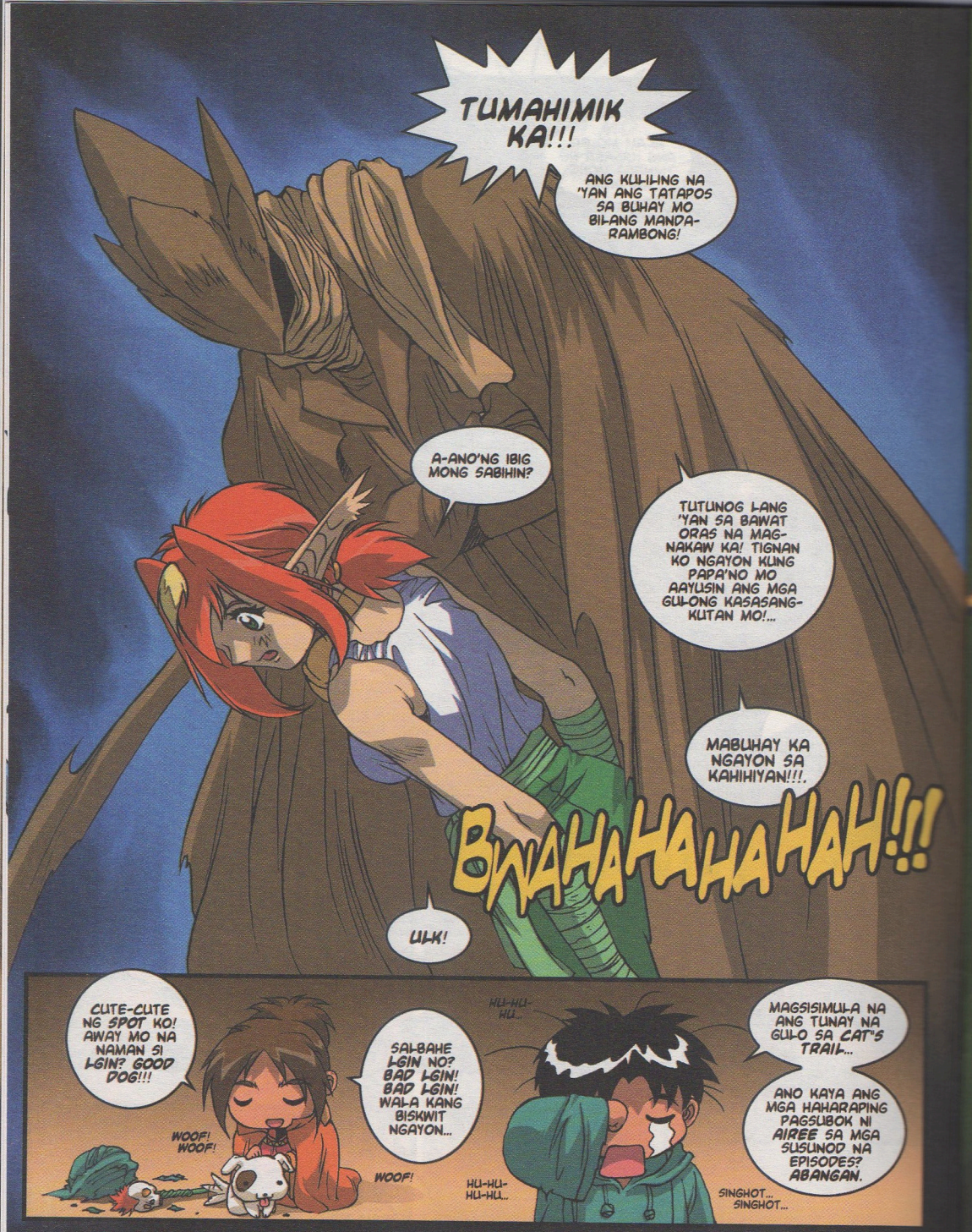
"NALIBOT KO NA ANG BUONG MUNDO AT NI MINSAN AY HINDI AKO NAHULI O NADAKIP!"
"ANG WALONG BOLANG GINTO AY KUMAKATAWAN SA WALONG DIREKSYON NG KOMPAS. WALONG KAHARIAN NA AKING NALINLANG."

HINDI KO HAHAYAANG HIYAIN ANG PANGALAN KO NG ISA LAMANG BAGUHANG TULAD MO!!!
UHUK! A-ANO BA ANG G-GAGAWIN MO SA 'KIN?...
UBO!

HMPH! HUWAG KANG MAG-ALALA. WALA AKONG BALAK NA PASLANGIN KA...
...MAS GUSTO KONG PAHIRAPAN KA! GUSTO KONG MAGTANDA KA...
... O MASAWI! KUNG HINDI KA MAG-IINGAT. HEHE!
SHEEEEE...
OOOOOOOOM!
HETO!!!
TANGGAPIN MO ANG REGALO KO PARA SA 'YO!


PLINK!
KULILING?

HE HE HE!
SALAMAT PERO SABI NI POLARIS MARAMI NA 'KONG KULILING DITO SA ULO.
E-HE-HE-HEHE...



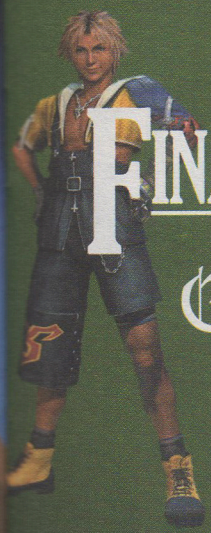
"HAPPY BIRTHDAY TO MY ONE AND ONLY BABY!!! I LOVE YOU!!!" IQ4O

ITUTULOY...

VIDEOGAMES

FINAL FANTASY X

by Jessie James L. Palabay (special thanks to Melissa dela Merced)

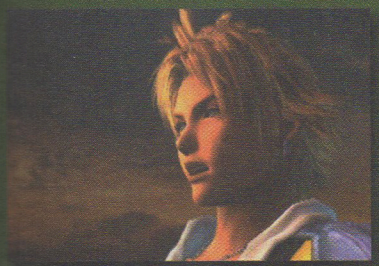


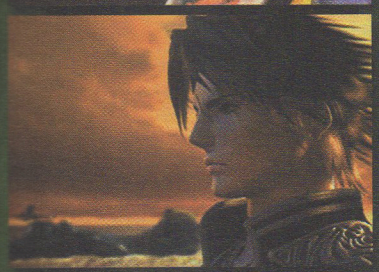
Published by Square Co., Ltd.
Producer.....Yoshinori Kitase
Character Designer.....Tetsuya Nomura
Image Illustrator.....Yoshitaka Amano
Sound & Music.....Nobuo Uematsu

English Version Voice Actors
Tidus.....James Arnold Taylor
Yuna.....Hedy Burress
Wakka.....John DiMaggio
Lulu.....Paula Tiso
Kimahri.....John DiMaggio
Auron.....Matt McKenzie
Rikku.....Tara Strong
Seymour.....Alex Fernandez
Jecht.....Gregg Berger

Originally slated for a January release, Square pulled out all the stops to bring this baby out in time for the Christmas season. It is probably the last PS2 game for the year 2001. Talk about ending the year with a bang!

While playing MGS2 was akin to being in a summer action movie, FFX is more well, an experience really. It's not just like being in an adventure, it actually feels like being on a journey. Not too far off from reading a really, really interactive novel.





Tidus (top) and Squall (above)... separated at birth? It seems Laguna has been very busy with his "journalistic" exploits... Naah.. just kidding!

This is definitely a next-gen game. The first ten minutes of FFX assaulted my sensory perceptions, leaving me with trembling hands and knee-deep in gaming ecstasy. (Dirty-minded people that's not what I meant!) This game got me more excited than the FF movie would have if Aki Ross had been wearing a two-piece during the whole flick! And... hey wait a minute ... duh! (bad follow-up, bad follow-up!) Well anyway, you get the picture.

The sheer amount of the things you can do in this game is just staggering. There is just so much depth in FFX in general. The side-quests, the blitz ball mini-game, the completion of the Al Bhed Dictionary, Aeon hunting, it just goes on and on. By the way, the notoriously complex sphere grid system has replaced the age-old tradition of leveling up. No longer do your characters gather experience points, they gather Sphere levels to move around the grid to gain more HP, MP and other abilities. It takes some getting used to as does the blitz ball game, but even if you do get used to it, it's still rather cumbersome and time-consuming.

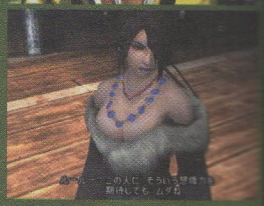
The battle system of FFX trashes the active system in favor of the turn-based system. Meaning your enemies don't attack 'til you decide on your next move. Guardian forces have been replaced by Aeons. No longer are they the one-hit wonders as depicted in past FF games, they now become playable and upgradable characters! Another radical step Square took with the battle sequences involves the possibility of switching characters in the middle of the battle. As our friend Melissa put it "Think of it as Tekken Tag Tournament, RPG-style."

What do you get when you add Wolverine's rugged voice, Clint Eastwood's veteran good-looks, and FPJ's patented brand of acting? The most kick-ass character this side of the PS2, Auron!

Any Tom, Dick and Memer gamer knows that what truly makes a great RPG is the story, and in that aspect, Square rarely disappoints. The first half-hour of FFX totally engrossed the CC staff and elicited some well-deserved oohs and aahs.

The two main characters of the game are: Tidus, the cheery, flirty star player of the Zanarkand Abes, and Yuna, the daughter of High Summoner Braska, the last summoner to defeat the global threat that is SIN. The other supporting characters are also quite the bunch. There's Wakka, the good natured blitz ball lover who can be a bit dense sometimes; The sultry Lulu, a character with a strange mix for being nurturing and seductive at the same time; Khimari, the tiger-like Ronso warrior who likes to keep to himself; Rikku, the bubbly cute Al Bhed whom you just can't help but adore; and of course Auron, the mysterious legendary guardian who along with Yuna's and Tidus' father defeated SIN ten years prior. We like to think of him as Clint Eastwood meets Wolverine meets FPJ. Square's first foray of adding voice in a FF game also came out extremely well. Casting was great as were some of the intonation touches, like Wakka's Caribbean drawl.

Despite a few gripes, FFX is still one heck of a game and if this is where Square is headed with the RPG genre, then I say bring on FFX! online! It may piss off the Sandman but at least I'll be half awake with a smile!

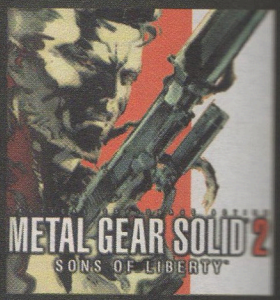


TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2
SONS OF LIBERTY

MGS 2 SPECS (PS2):
1 Player
Memory Card (for PS2)-80 Kb
Analog Control
Vibration Function
Pressure Sensitive

MATURE CONTENT
Animated Blood and Violence



Definitely the first real reason why I thought the PS2 was worth buying. Metal Gear Solid 2: Sons of Liberty is Hideo Kojima's latest opus, and man was it good! If Jerry Bruckheimer and Michael Bay ever made a video game this would be it! Sans the bad plot of course...

The La-le-lu-le-lo! If you've never played the game, chances are the reaction you're getting from that word would be more or less the same one you'd be getting after the whole story reveals itself.

For those who've already played through the game and are busy collecting the dog tags, here are a few things you might want to try out for laughs and, ahem! Other reasons...

Top: Fortune, a woman who likes her guns big. Really, really BIG! Did we mention big?
Bottom: "Otacon, I have the faintest feeling I'm being followed!"

TANKER PART

When you find the Raven figure, take a picture of it and upload it to Otacon. Snake's sexuality comes into question!

Shoot the Raven figure for BB pellets galore!

In the second room where the marines are gathered, there are two projectors. Keep fiddling with the controls to see two Japanese babes on video! You'll get caught, but it's still worth the laughs.

Call Otacon enough times on the codec and Mei Ling will eventually interrupt! You'll just hear her voice though.

Locker room area
Open the locker with either poster of the Japanese babes, use the first-person perspective and then call Otacon. Also leave the lockers with the posters open and then try getting chased by the guards and hide behind the lockers.

Hide inside the locker with the poster and use the R1 button, Snake will kiss the poster!

Take a picture of either one of the Japanese babes for Otacon to upload later.

PLANT PART

Equip a girly magazine and call Snake or Rose.

Call the Colonel while looking at the Urinal.

Call Rose while in the Women's bathroom.

Hostage area
Beat up hostages and call the Colonel, Rose will break up with you! Also call her again for Raiden to apologize.

Search for the only female below her forties, shoot her with a sleeping dart, go under the table and err... take a peek, then call the Colonel. Pervy yes, but again real funny stuff!

While Solidus and Ocelot are talking, veer the D. Mic to the left to find Johnny, the guy with stomach problems in the first MGS game!

While Escorting Emma
Knock her unconscious, call Otacon. Also get on top of her and then call Otacon.

During the sniper mission use the D. Mic on her while she gets behind both struts. Call her when she comments about Raiden wearing a wig for more fun.

or Rose.
rinal.
oom.
, Rose will
for Raiden to
orties, shoot
table and
l. Pervy yes.
veer the D.
with stomach
Also get on
Mic on her
l her when
a wig for

RAYA...

BAKIT PO MOMMY?

ALAM MO BA KUNG BAKIT KA NAGING MANDIRIGMA?

OPO, PARA PAGLINGKURAN ANG BAYAN, IPAGTANGGOL ANG ATING KALAYAAN AT...

HINDI 'YUN 'YON... BAKIT KA NAMIN ISINAMA SA MANDIRIGMA?

UPANG ISAAYOS ANG KASINUNGALINGAN NA IPINATAW SA ATIN NG MGA AMERIKANO.

AT?

PARA SA DISIPLINA PO.

AT?

UPANG ILIGTAS SILA SA MGA SALBAHENG MAKINA...

MANDIRIGMA

1.7 Solstice Butterfly Gantimpala

Story and Art by Jerard F. Beltran

Filters

Kap
akay n
Filters
gamit
Ang
(5). Al
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Gauss
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bida ay
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dag ito

Layer

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panel
Ha
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kulay a
wala s
colors
mawaw
Dito na
ang pr
na lang
intindih
Ga
ng brov
layer n
i-click
box (12
Baguh
ang iba
na! (13

Sa
naman
James
Shucks
sikreto
Haaaay

FAS
we
INSI
did!
BH

Filters: special effects for emphasis.

Kapag tapos mo na ang ***Flats*** at ***Seconds*** (tinalakay noong issue 2) pwede ka nang gumamit ng Filters. Ang basic filters na madalas naming ginagamit ay ang ***Blur***, ***Noise*** at ***Layer Effects***.

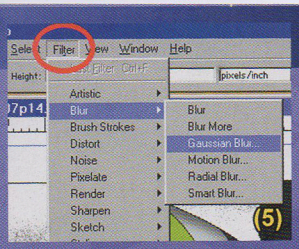
Ang Blur ay matatagpuan sa menu na **Filter>Blur (5)**. Ang madalas naming gamitin dito ay ang ***Gaussian Blur, Motion Blur,*** at ***Radial Blur***. Bago ka gumamit ng mga Blur, siguraduhing hiwalay na layers ang foreground at background mo.

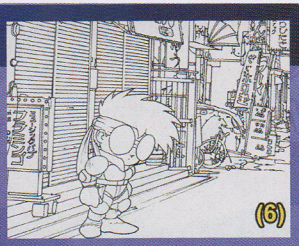
Ang ***Gaussian Blur*** ay para sa foregound-background distinction. Heto ang isang image na walang Gaussian Blur**(6)**. Kapag ginamit mo ang filter na ito sa background, **(7)** ang foreground mo ang magkakaroon ng emphasis. Kung ilagay mo naman ito sa foreground, **(8)** lilipat ang focus mo sa background. 'Di ba mas madaling mapansin ang isang bagay kung hindi malinaw ang background o foreground nito?

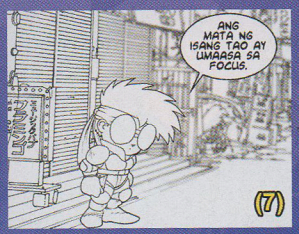
Ang ***Motion Blur*** ay para sa mga action ng iyong subject. Mabilis ba ang galaw ng iyong bida? Dalawa ang pwede mong gawin. Maaari mong gamitan ng Motion Blur ang bida mismo **(9)** o ang background ng bida **(10)** para ma-emphasize na mabilis ang kilos nito.

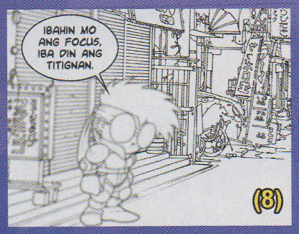
Sa ***Radial Blur***, dito maipapakita ang 'zooming-in' o 'zooming-out' na effect. Hindi mo na kailangan ng hiwalay na layer dito, pero magandang may back-up copy ka nito bakasakali'y ika'y magkamali. Ang Radial Blur ay mabisa para sa mga subject na ang kilos ay dagliang papalapit o papalayo. **(11)** Ito rin ay mabisang nagbibigay ng emphasis kung ang iyong bida ay nagulat o may natuklasan.

Magandang lagyan ng speedlines o blastlines ang artwork bago gamitan ng blur dahil nakakadagdag ito sa detalye ng motion sa isang frame.







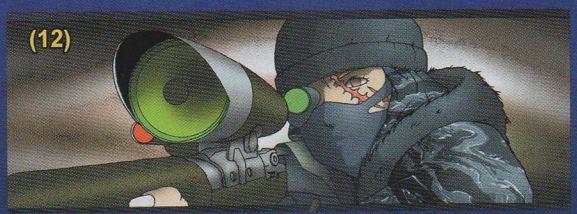


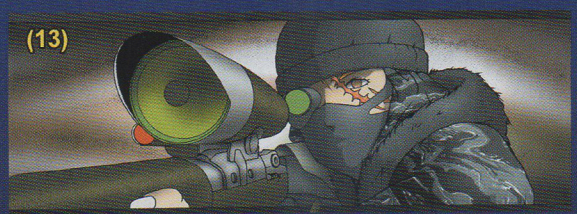
Layer Effects: setting the mood.

Napapansin ba ninyo na madalas kulay brown ang Pasig? Well, dahil ito sa ***Layer Effects***. Nakakatulong ang Layer Effects sa mood-setting ng isang panel o page.

Halimbawa, si Ringgo (yung sniper se Solstice) ay nakatago sa madilim na lugar, ang original niyang kulay ay medyo matingkad na blue. Dahil parang wala siya sa dilim, kailangang ma-subdue yung colors niya. Pwede mo siya i-**Desaturate** pero mawawala ang kulay niya, ano ang gagawin mo? Dito na pumapasok ang Layer Effect. (May short-cut ang process na ito sa Photoshop 6 pero idadaan ko na lang sa step-by-step ang paggawa para madaling intindihin ng mayroong earlier versions ng program.)

Gawa ka muna ng bagong ***Layer*** at i-**Fill** mo ito ng brown. Siguraduhin mong nasa ibabaw ng colored layer mo ang adjustment layer na ito. Pagkatapos ay i-click mo ang dropdown menu ng **Layer** dialogue box **(12)** at piliin ang layer setting na **Hue** o **Color**. Baguhin ang ***opacity*** ng layer na ito upang makita ang ibang kulay sa ilalim, at iyan, mukhang flashback na! **(13)**





Sa mga susunod na How We Draw, tatalakayin ko naman ang mga trade secrets namin... ano 'yon, James? Ikaw na ang susunod sa How We Series? Shucks, sayang, ibubulgar ko na sana yung mga sikreto natin eh... Ano? Pagkatapos mo, si Mer na? Haaaay...

FAST FACT: Issue 5.5 sold so fast, that by the time we realized it was selling well, we couldn't get copies for ourselves?! Thank goodness we got some back from our distributor!

INSIDE THE OFFICE: DA BHOSS: Who in the world authorized "Himala" as a favorite movie? TAGA-ILOG: Aren't you the editor? Maybe you did! DA BHOSS: I am?! I did? But... but... I've never hear of it before! TAGA-ILOG: Me neither, but that's not 'till a few pages James. DA BHOSS: Oh, okay.

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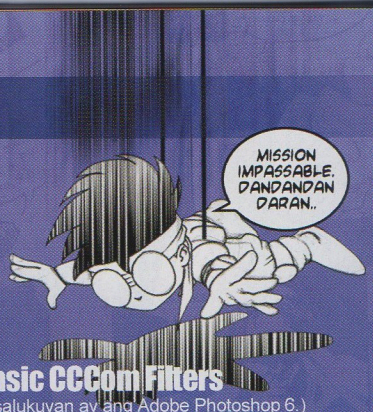


J.I.O. ON

HOW WE DRAW 7

Basic CCCom Filters

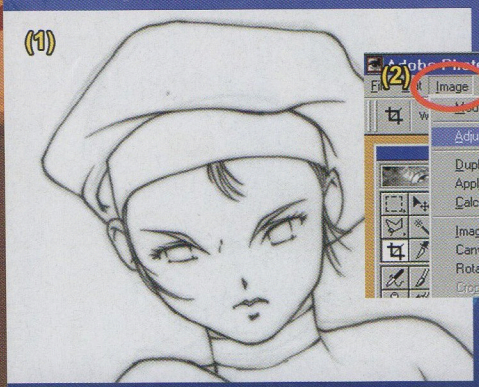
(Ang program na ginagamit namin sa kasalukuyan ay ang Adobe Photoshop 6.)

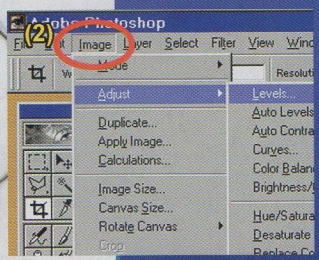
Pagpasensyahan ninyo muna ako.

Para sa mga mayroong computer, sa issue na ito'y tuturuan namin kayong gumamit ng Photoshop filters, layer effects, at line art clean-up. Pasensya muna sa mga wala pang mga computer, at ito ang paksa natin ngayon. Marami nang susumulat sa amin na nais alamin kung paano namin ginagawa ang mga effects sa aming mga comic pages, kaya't ito ang napili namin. Bago ko simulan, ano ba muna ang 'filters'? Ito ba 'yung ginagamit para luminis ang tubig? Ito ba 'yung upos ng sigarilyo? Siyempre, hindi.

Ang **filters** *ay mga computer effects na ginagamit upang ma-modify ang isang computer image na nais bigyang emphasis o kailangang ma-subdue ng artist.*

Pero, bago ang lahat, kailangan munang magkaroon ng malinis na line art.



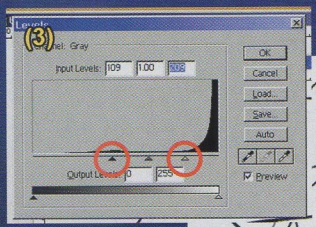


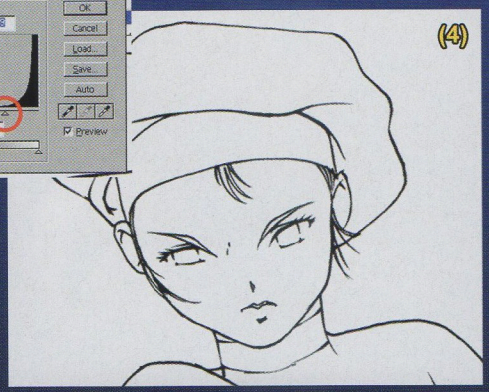
Line Art Scanning: getting that good clean scan.

Kung magii-scan ka ng line art o drawing, dapat naka-set ang scanner mo sa ***grayscale format*** o ***black & white photo*** setting na 300dpi ang output resolution (mainam din ang 150 dpi, pero mababawasan ang detalyeng makukuha). ***Huwag mong gamitin ang line art setting o black & white only*** option sa scanner dahil magiging pixelated ang iyong trabaho. I-save mo ang image sa ***PSD format*** o ***TIF*** file na naka LZW compression (mako-compress-- liliit-- ang file size nito).

Pagkatapos mong i-scan ang iyong drawing, dalhin ito sa **Adobe Photoshop** (kung nakabukas na ang Photoshop, maaari mong gamitin ang *Easy Twain* module o ang scanner module na matatagpuan sa **File>Import** menu para sa scanning).

Kung iyong mapapansin, napakaruming tignan ang scanned artwork **(1)**. Dito na papasok ang clean-up. Kapag nabuksan mo na ang file, punta ka naman sa menu na **Image>Adjust>Levels (2)**.





Kapag lumabas na ang ***dialogue box*** ng Levels, **(3)** maaari mo nang ma-adjust ang settings nito. Ang maliit na arrow sa kaliwa ay ang ***black slider***, ***gray slider*** ang nasa gitna, at ang nasa kanan ay ang ***white slider***. Iusog mo ang black slider sa gitna ng first slope sa dialogue box at iusog mo naman ang white slider sa paanan ng last slope. Tingnan mo ang iyong image. 'Di ba nabawasan ang mga ***gray*** ('yung ***dumi***) nito? Iusog mo pa muli ang white slider hanggang mabawasan ng husto ang mga gray, ngunit iwasan mong maging pixelated ang iyong art.

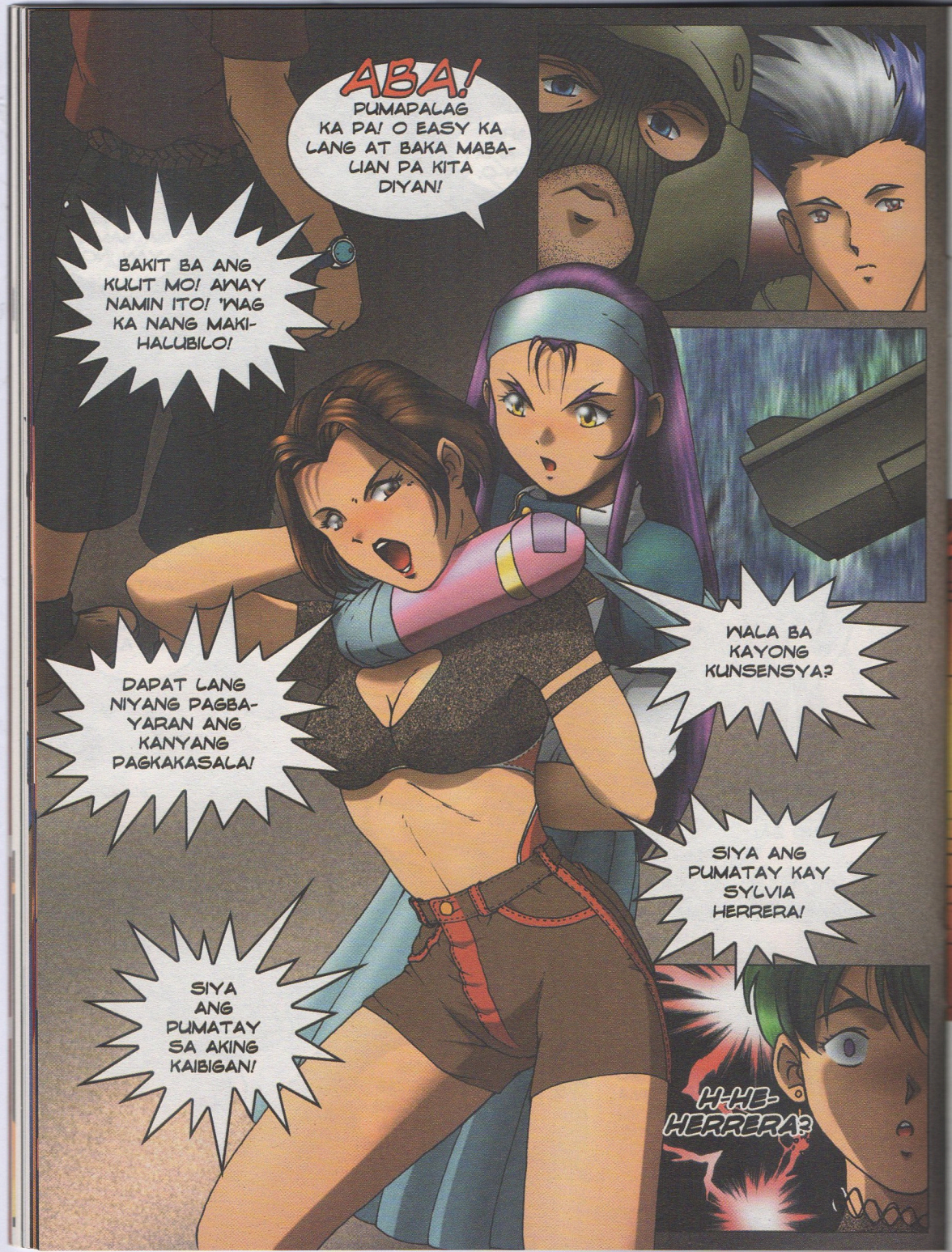
Linisin mo na lang and mga natitirang gray patches gamit ang ***brush tool***, at mayroon ka nang malinis na line art! **(4)**

FAST FACT: If you've memorized every nook and cranny of our humble office, we're sorry to break this to you, but... days after we released this back cover for issue 6, WE MOVED!!! Same building, bigger, better furnished office, same old junk. Lagot ka Jio, gagawa ka uli ng "Where We Draw!!!"

SYSTEM ON...
RAYA!
OKAY LANG AKO RAJAH...
SKRATCH
SKRATCH
SOBRA 'TONG BABAENG 'TO AH!
BINIGYAN MO NA RIN AKO NG DAHILAN UPANG MAKAPAG-HIGANTI!!
RAJAH, HAYAAN MO NA.
MISS, MAGING ANO PA MAN ANG DAHILAN MO SA PANANAKIT MO KAY RAYA...
IKAW ANG SIYANG NAUNANG GUMAWA NG PAGKAKAMALI.

DAPAT LANG NIYANG PAGBA-YARAN...
...ANG KANYANG KASA-LANAN!
SIYA ANG NAUNA! DAPAT LANG SIYANG PARU-SAHAN!!
RAJAH, AKIN NA ANG AMAY NA ITO.
FWAP!!

PARE, MAY AWAY DO'N O.
PU@%#! SINO NA NAMAN!
MGA MANDIRIGMA NA NAMAN YAN 'NO!
BITIWAN MO AKO!
LUMABAN KA NG PATAS! ANO BA!
SI LUNA 'YON AH...
MUKHANG NAKITA NA NIYA 'YUNG HINAHANAP NIYA...
...GULO!
JOANNE, BITIWAN MO SIYA! KAMI ANG NAGTU-TUOS DITO!
OKAY, LANG ITO RAYA. KUNG SINO MAN ITONG NANGUGULO SA IYO...


ABA!
PUMAPALAG KA PA! O EASY KA LANG AT BAKA MABALIAN PA KITA DIYAN!
BAKIT BA ANG KULIT MO! AWAY NAMIN ITO! 'WAG KA NANG MAKIHALUBILO!
WALA BA KAYONG KUNSENSYA?
DAPAT LANG NIYANG PAGBAYARAN ANG KANYANG PAGKAKASALA!
SIYA ANG PUMATAY KAY SYLVIA HERRERA!
SIYA ANG PUMATAY SA AKING KAIBIGAN!
H-HE-HERRERA?

CLACK!
INENG, TAMA NA IYAN... BITAWAN MO NA SIYA.
HAYAAN MO NA SILA SA...
BRRAM!!
AAAA!!!
gaakh!
PUMUTOK ANG KANYANG BARIL?!!!
HINDI!!

ANO ANG NANGYARI?!!
Tiffanny's
Sausage Hous
Longganiza
Lucba
Manilla
Ice
Ice
Vendor
to go)
...
NAPATUMBA NIYA SI RIKER!
HINDI 'YON ANG PROB-LEMA ...

RAJAH...
RAJAH...
RAYA!!!
RAJAH...

SA GARAHE NI RAYA...

HOST'S VITALS ARE DROPPING TO CRITICAL...

SWITCHING TO SYSTEM SECONDARY POWER SUPPLY

SYSTEM RESTORE...

VEEEET!

FWIPFWAPFWIPFWAPFWIPFWAP

SYSTEM REGEN ACTIVE...

SOLSTICE UNIT FOUND.

FLICK!

FLICK!

FLICK!

SURPLUS MATERIALS READILY AVAILABLE...

FLICK!

FLICK!

PERSONALITY PROFILE UPLOADED.

FLICK!

HOST'S NAME: RAYA MAHABHARATI

PSYCHOGRAPHICS: a very friendly, likeable nature, could excel in artistic, dramatic, and musical expression... overly sympathetic in nature... must incorporate more practicality, system, and concentration...

A.T. SYSTEM ADAPTATION COMPLETE.

SOLSTICE BUTTERFLY FULLY FUNCTIONAL.

UNIT EVOLUTION IS 99% EFFICIENT.
ASSIMILATION FOR HOST IS 99.989%
UNANG LAYUNIN: IWASANG MAPAHAMAK ANG AKING AMO.
IKALAWANG LAYUNIN: IWASANG MAPAHAMAK ANG MGA NILALANG.
IKATLONG LAYUNIN: PAHINTUIN ANG PINANGGAGALINGAN NG PANGANIB.
BIGYANG HALAGA ANG SARILI TULAD SA PAGBIBIGAY HALAGA SA IBANG TAO.
HANAPIN ANG AKING AMO...
...AT ILIGTAS SIYA SA KAPAHAMAKAN.
(BAKA MAGALIT ANG KANYANG MOMMY KUNG MAPABAYAAN KO SIYA.)

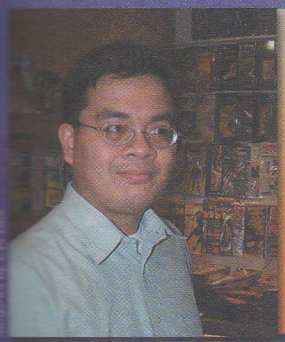
SKRAG
Cat's
KAMUSTA?
MP
AB-BA...
A-CHE...
AM-MU...
AS-GA...
ANE-NE...

A-CHE
-CHE!
SINO
KA??
SQUEEEK!!
K-KLACK!

AYOS NA...
BISHOP TO KING THREE.
CHECK. CHESHIRE CAT?
ALICE RECEIVED THE THREE OF HEARTS.
VERY GOOD.
WILL BE RETURNING TO THE LOOKING GLASS.
MAGALING RINGGO... MAAARI KA NANG BUMALIK.
MALAPIT NA NATIN MABUO ANG ATING SQUAD.
SIR...
LULUSUBIN NA PO NATIN ANG MGA KANO?
ITUTULOY

COMICBOOK ARTIST SPOTLIGHT

Marco Dimaano



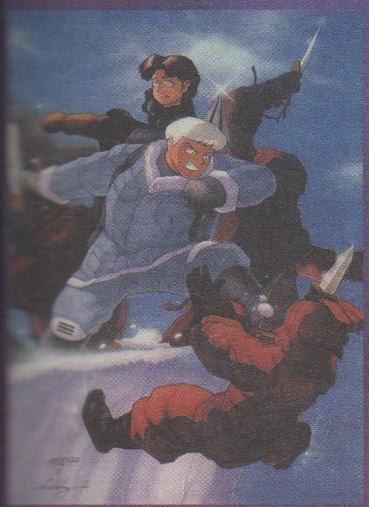
CC Artist Spotlight Fast Facts

Name: Marco Antonio de Guzman Dimaano
Born: 13 June 1973
Credits: Angel Ace; Isaw, Atbp; KC Strange
Interests: Comics, books, video games (Dead or Alive series), movies
What he thinks of Culture Crash:
Nothing like it ever. Slick production. (Local comics with top-notch art— in COLOR!) Sulit. (Yes, this guy actually reads the articles!)
Culture Crash Complaint: Wants the writers to pick up the story pacing; finds the small fonts in the articles a little hard to read.
Favorite Culture Crash story: Pasig.

Marco Dimaano is a copywriter by trade, though he is better known by a growing number of comic book readers as the man behind "Angel Ace". A comic book originally published under the Alamat banner. Currently, he is associated with Questventures and Kestrel Studios.

Angel Ace is Marco's pet project, and his best known comic series. Since its debut in 1996, Angel Ace has had a growing number of readers. Distribution and funding problems forced the series into limbo after its second issue release in 1997. Angel Ace resurfaced three years later as a one-shot book, breaking ground for the limited series Angel Ace Again. Marco plans to release future issues of Angel Ace as one-shot books.

Rendered in Marco's graceful manga-inspired style, Angel Ace chronicles the adventures of a beautiful heroine with a mysterious past, an uncertain future, a few steadfast friends, and the way cool ability to defy gravity. It's a sweet read with smatterings of light comedy and just enough action to sate the classic superhero aficionado. The book comes in 8.5"x6.5", black and white, 40-64 page format. Angel Ace is currently available at the SM Megamall branch of Comic Quest. Set price is a hundred bucks.



DEX: Tell us about Angel Ace.
MARCO: I wanted my own heroine. Someone like Belldandy, or Nausicaa. Nausicaa was a big influence visually: think Angel's aviator goggles and leather cap. I drew towards anime with strong female lead characters. There's a little Rally Vincent (Gunsmith Cats) in Angel. A-ko (Project A-ko) and even Sailormoon (Sailor moon) for camp value but she's not THAT dumb.

DEX: She's more powerful now. Are there other changes we can look forward to?
MARCO: In the first series, she was chloroformed by a bunch of clowns. In Angel Ace Again, that doesn't happen. She's tougher. The fight scenes showcase a lot of action. To Angel, fighting is not a joke. Any one of the villains she defeats can come back to hurt the people she loves. She HAS to put them away-incarcerate them, incapacitate them... Characters from the first series will be making a comeback also.

DEX: You've worked where and for how long?
MARCO: Ever since I graduated. I've been working for advertising agencies. Finding work as a copywriter isn't hard for me, usually I leave a job only when there's another one waiting. It's all about the work you've done in your portfolio and people you know who can recommend you based on your skill.

DEX: When did you start drawing?
MARCO: Since I was a kid in grade school.

DEX: Heroes in the art field? Comics?
MARCO: Locally— Pol Medina Jr. Internationally— Joe Madureira (best manga influenced art), Adam Warren (if only for the neatness and polish of his stuff), J. Scott Campbell (first issues of Danger Girl), Claremont from his classic X-Men days. Frank Miller, Alex Ross. In video game art, I love the art of the Capcom artists and basically that of the fighting game series artists, since the character designs are so over-the-top, endearing and cool.

DEX: I know you collect Hiroaki Samura's Blade of the Immortal. What other comic book titles do you collect? I'm sure people would also be curious about your other pursuits.
MARCO: Blade is perhaps the title I most regularly collect. I am very fickle and impulsive in comic buying- if the art impresses me, I'll get it. Other manga is an attraction. It really depends on what my mood is at the time. Sometimes I Pick up Oh! My Goddess, Sojourn, Mystic, Battlechasers. I recently got The Dark Knight Returns. I'm an avid collector of anime, and I play video games a lot (PC, Consoles). I also love movies- though of late I have been indulging in "turn-off-your-brain" big noise blockbusters.

DEX: Seen any good movies lately then? What do you read (aside from comic books)?
MARCO: Watched Harry Potter. I'm watching the Lord of the Rings. The last book I read was Harry Potter and the Sorcerer's Stone. Got into the Star Wars books for a while. I love reading R.A. Salvatore's D&D and Terry Brooks' Shannara books.

DEX: From where else do you draw inspiration?
MARCO: From movies, books, video games and other comic books that I like and admire. Current events also become a source for what I put in my stories.

DEX: What got you into manga?
MARCO: We've all had prior exposure to anime, though I really wasn't into giant robots. ...Voltes V was too depressing and I hated Daimos! Erica was a sniveler; she had no backbone. Later I discovered manga. I found humor, romance and better fight scenes.

DEX: Which manga would that be?
MARCO: Oh! My Goddess. I found it sweet, funny and entertaining. You didn't mind that it was so mushy. And then Gunsmith Cats.

"I just do what feels right. If you haven't copied your stuff, be it art or story or characters, it's yours. Artistic integrity, individuality, and artistry above everything else."

DEX: You've done comic books since you were little. Tell me a bit of your first foray into manga.
MARCO: Something called Mahn/Hunter (starring Sara Mahn and Tenshi Hunter). Think X-Files meets City Hunter. I based it on the Robinson snake scare [in the eighties]. It was a one shot. Not meant for publication.

DEX: Tell me about the non-manga comics you did in high school.
MARCO: I made a comic book adaptation of GI Joe the Movie. Everybody loved the panels with Zaranna in a bathing suit. I did an AD&D type comic. My classmates were pestering me to finish it. I got tired and never did.

DEX: Tell us your thoughts on Anime.
MARCO: Anime and manga spawn the most dedicated fans. Anime and manga have strong characters, archetypes, unique character exaggerations. This is what draws the fans. They have characters you don't see in western comics. In the west, heroes are people you put on pedestals. People you emulate. In the east, heroes are more like rock stars with all the human weaknesses. You want to meet and be with them but they don't meet your expectations of good behavior.

DEX: People speak out about manga. The gist in one critic's forum, for example, is that manga as an art form is not Filipino, and that the national heritage is wasted on- and wasted by-artists who persist in drawing in "manga style". What are your thoughts about it?
MARCO: If it's done by Filipinos, it's Filipino. Manga is a style, nothing more, in my view. Like expressionism or abstract art. I have never been overly nationalistic in terms of vocals and rhetoric, but I firmly believe in keeping an individual fingerprint or mark on your style- make your stuff unique from what's established, and that should quiet any nay-sayer or crab-minded doubting Thomas. In making myself unique in my art, I should be seen as promoting the saying that "yes, the Filipino can." I just do what feels right. If you haven't copied your stuff, be it art or story or characters, it's yours. Artistic integrity, individuality, and artistry above everything else.

DEX: What do you want to tell people who want to be in comics? What do you want to say to anime and manga fans?
MARCO: There are so many excellent artists in the country, especially in the manga style. What's best, I think, is to make your own stuff as different and as unique as you can. Make it YOUR work. The local comic business is hard, and entails effort, perseverance, and practice. If you are planning to publish it independently, you need money. Start small and build up. Find people to help you, and if you want it, keep holding on.

Evil Dex used to hate this guy's guts (an irrational "professional" jealousy) prior to the release of Angel Ace Again. Today, he is one of Marco's staunchest fans.

Illustrations are lifted from Angel Ace , Angel Ace Again, & www.angelace.com © 2002 Marco Dimaano.

FAST FACT (?) Monty Python: Quest for the Holy Grail earns the coveted "CCCom All-Time Favorite Movie Award." We loved it so much, we practically memorized the script. We could've given it to Lino Brocka's "Himala" but Ilog hasn't watched it yet. Lord of the Rings comes in a close third. (Sorry Harry Potter, we just had to give third place to Frodo.)

Daijoubu

by: Aki Maeda
(Boys Be - opening song)

Intro
G# C# G# C# Fm C#sus2

G# C# C#m G#
Why? Nandaka ochikonderu mitai
G# C# C#m G#
voice, my voice, todoketai yo kimi ni
Fm C# C#m G#
Omoi toori ni naranai koto nara
Fm Bbm Cm C# B Bbm
Ima wa takusan attari suru kedo

Bbm-Cm-C# D# Cm Fm
Mata ashita wa chigau kaze, fuite kuru yo
C# D# Fm G#
Yotte o hirogeta mune ni, kanjiru mama
C# D# Cm Fm
Naniga osoi kakatte mo, semetate temo
Bbm C# Fm D# G#
Watashi tachi wa daijoubu

C# G# C#

G# C# C#m G#
Fine nayami o kaiketsu suru tabi ni
G# C# C#m G#
Heart, your heart, taku mashiku natteru yo
Fm C# C#m G#
Sora no hiro saya, hizashi no tsuyosa
Fm Bbm Cm C# B Bbm
Chanto kokoro ni kizuite iru deshou?

Bbm-Cm-C# D# Cm Fm
Namida ga kobore sou demo, akiramenai
C# D# Fm G#
Egao no motteru chikara, shinjiru mama
C# D# Cm Fm
Hikari no tobira o akete, osorenai de
Bbm C# Fm D# G#
Kitto kitto daijoubu

break
G# C# G# C#
G C C G
E A Am E
E A Am Bbm Cm

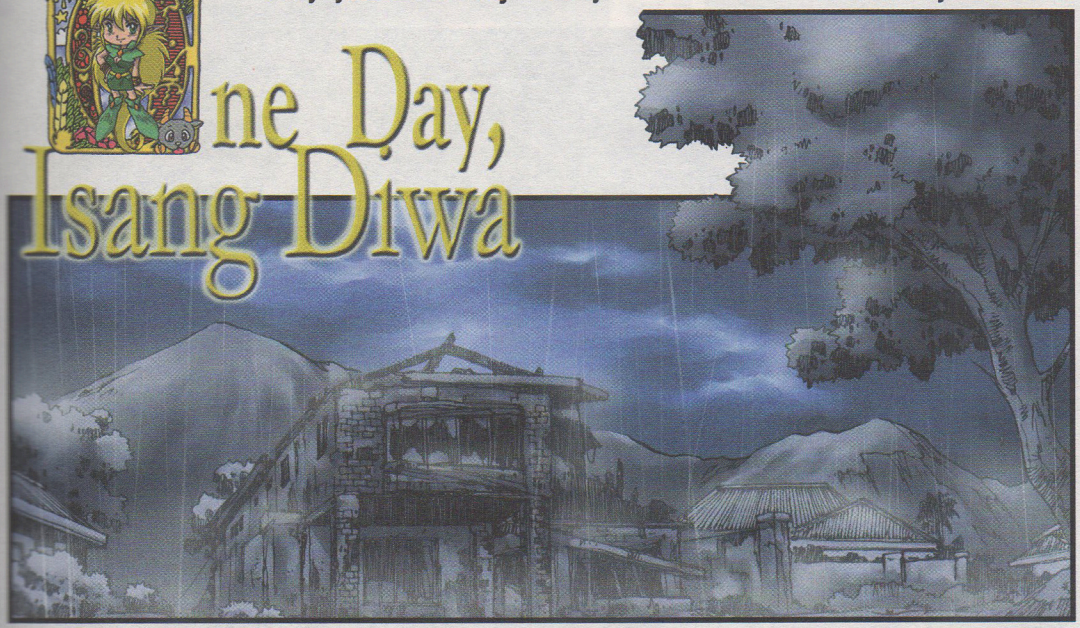
C#-D#-C# D# Cm Fm
Ookina yume no mukatte, aruite yuku
C# D# Fm G#
Atarashii odoroki ni ne, deau tameni
C# D# Cm Fm
Magari kunetta michi demo, issho dakara
Bbm C# Fm D# G#
yume no chizu o tegakari ni...
C# D# Cm Fm
Mata ashita wa chigau kaze, fuite kuru yo
C# D# Fm G#
Yotte o hitogeta mune ni, kanjiru mama
C# D# Cm Fm
Naniga osoi kakatte mo, semetate temo
Bbm C# Fm D# G#
Watashi tachi wa daijoubu

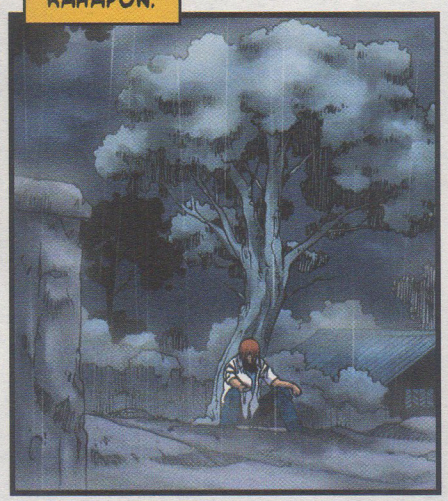
C# G# C# G#

-Contributed by Michelle Anne

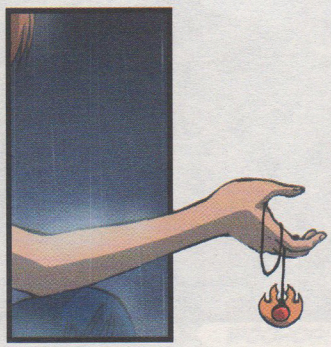
One Day, Isang Diwa

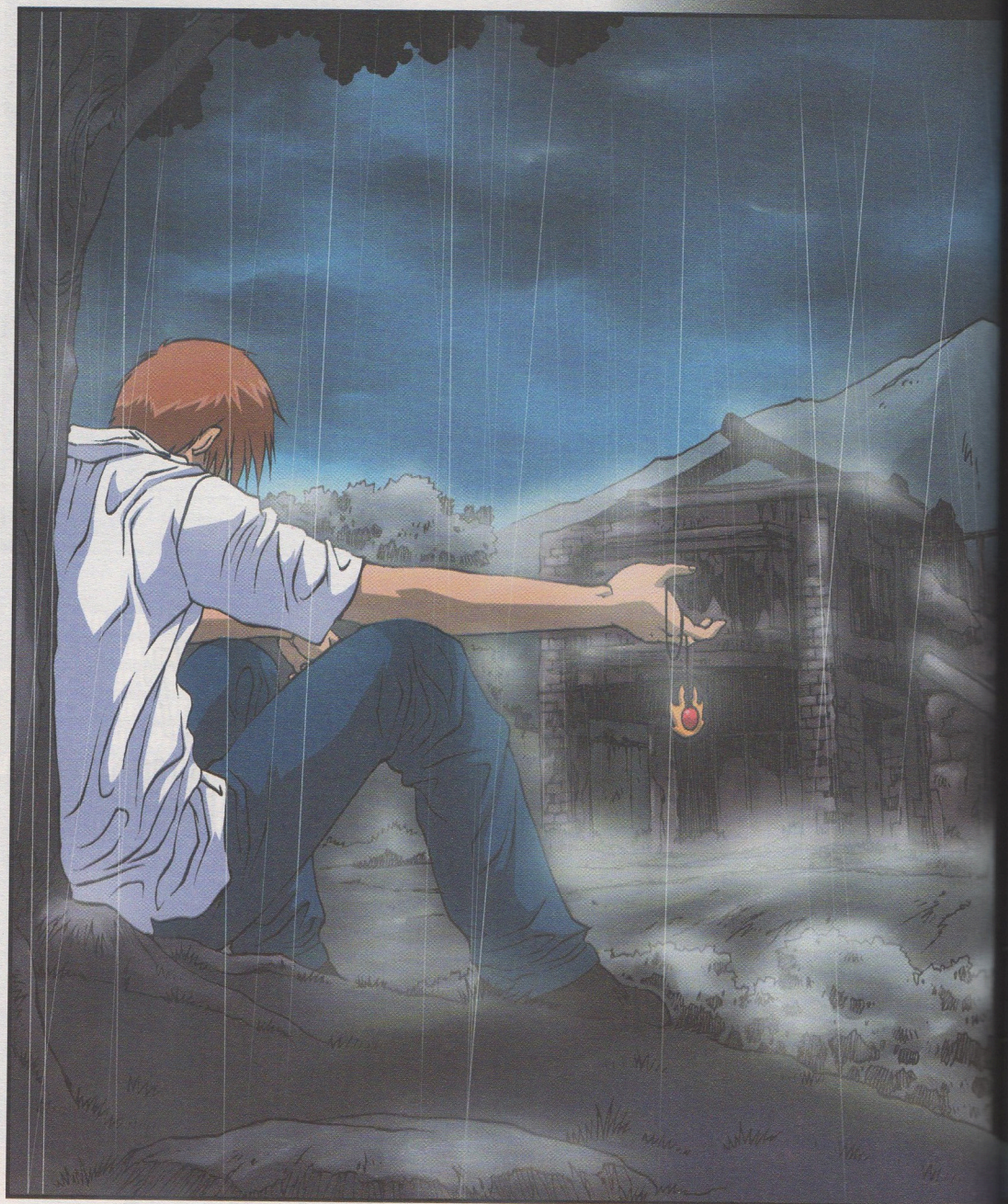
Story by: J. L. Palabay * Art by: E. A. Damaso * Color Flats by: Evil Dhex

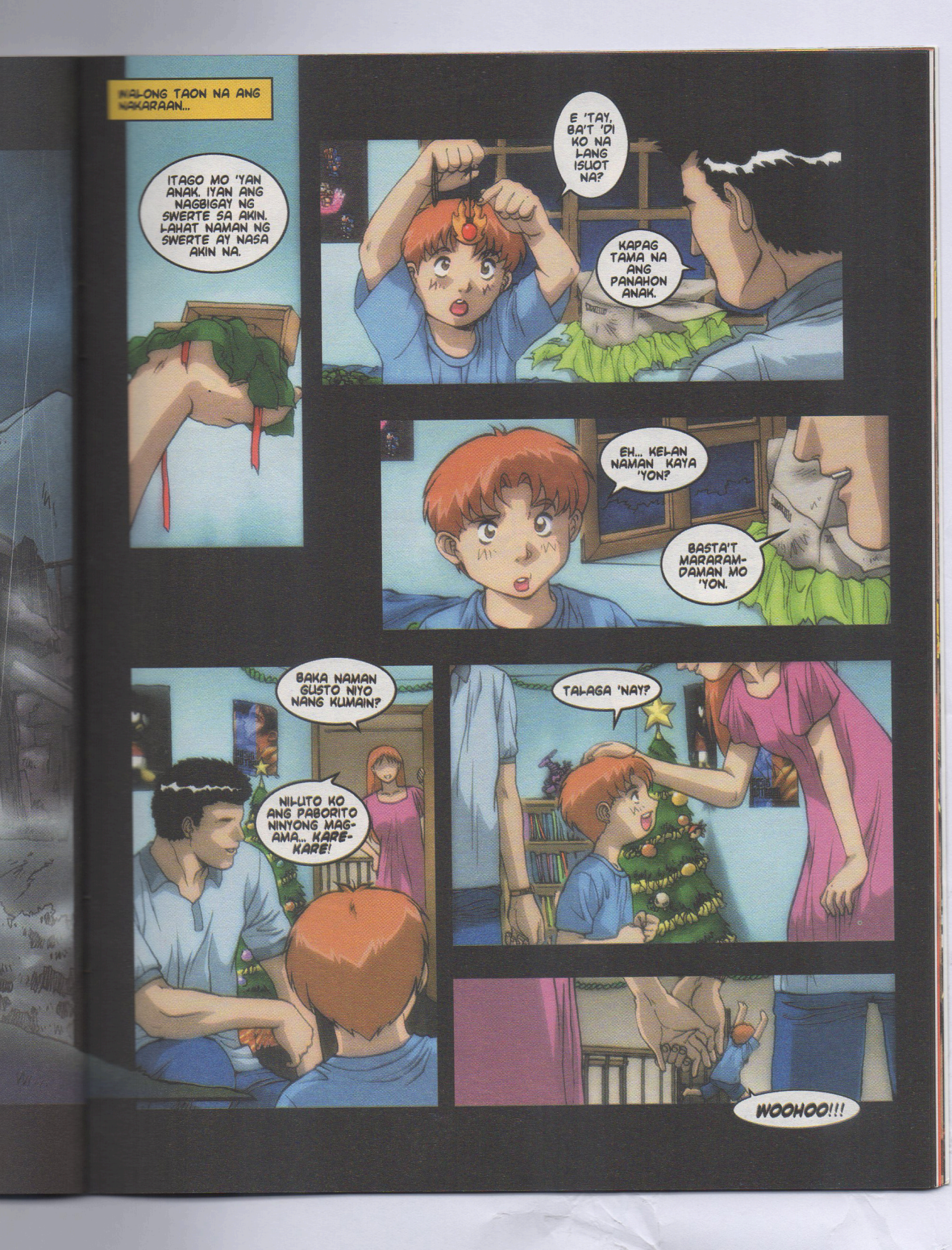




KABANATA 7: ALAB NG DAMDAMIN






MALONG TAON NA ANG NAKARAAN...
ITAGO MO 'YAN ANAK. IYAN ANG NAGBIGAY NG SWERTE SA AKIN. LAHAT NAMAN NG SWERTE AY NASA AKIN NA.
E 'TAY, BA'T 'DI KO NA LANG ISUOT NA?
KAPAG TAMA NA ANG PANAHON ANAK.
EH... KELAN NAMAN KAYA 'YON?
BASTA'T MARARAM-DAMAN MO 'YON.
BAKA NAMAN GUSTO NIYO NANG KUMAIN?
NILUTO KO ANG PABORITO NINYONG MAG-AMA... KARE-KARE!
TALAGA 'NAY?
WOOHOO!!!

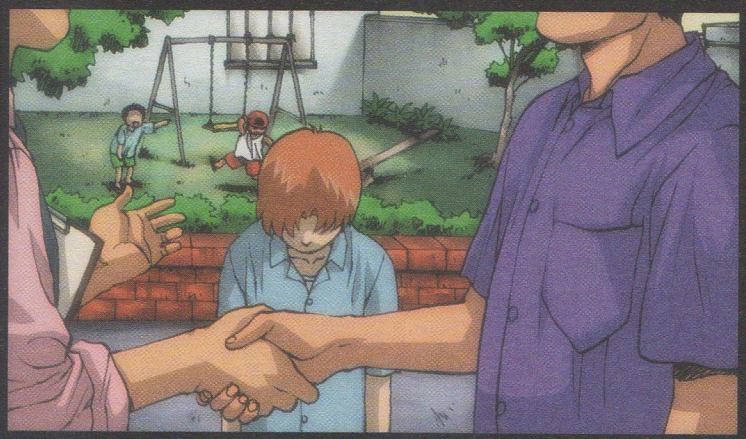
'NAY!!!
'TAY!!!
ANAK! MAUNA KA NA, SUSUNOD NA KAMI NG NANAY MO!
SINABING UMALIS KA NA!!! 'WAG MATIGAS ANG ULO!!!
HINTAYIN MO NA LANG KAMI SA LABAS ANAK...
ANAK, MAKINIG KA SA TATAY MO.
PERO...
UMALIS KA NA...

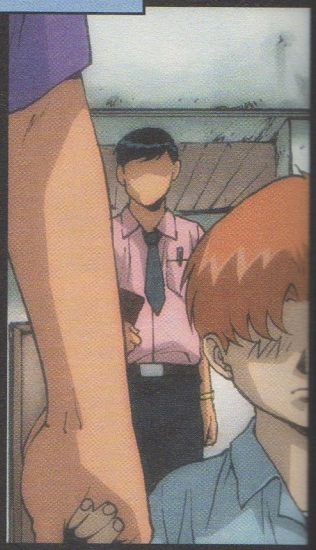
BLUB!!!

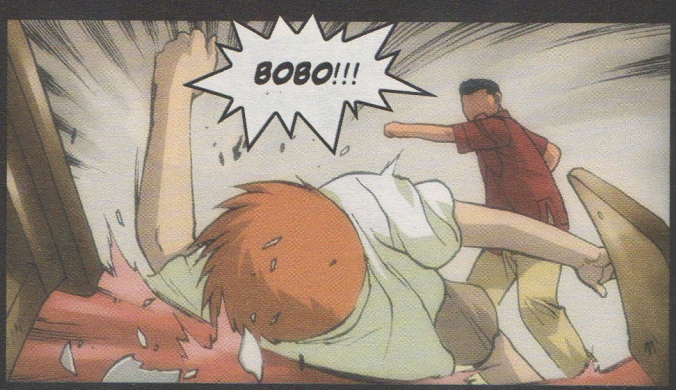
"MARAMING SALAMAT NAMAN, SI JEDD NA LANG PO KASI ANG NATITIRA KONG KAMAG-ANAK. NATUTUWA AKO'NG MAGING TAGAPAG-ALAGA NIYA.

ILANG ARAW NA RIN PO'NG TULALA ANG BATA, KUNG KAMI'Y MAKAKATULONG PA MAN AY TAWAGAN N'YO LAMANG KAMI.

"HEH! MINALAS DIN ANG MAGALING MO'NG AMA ANO?!"



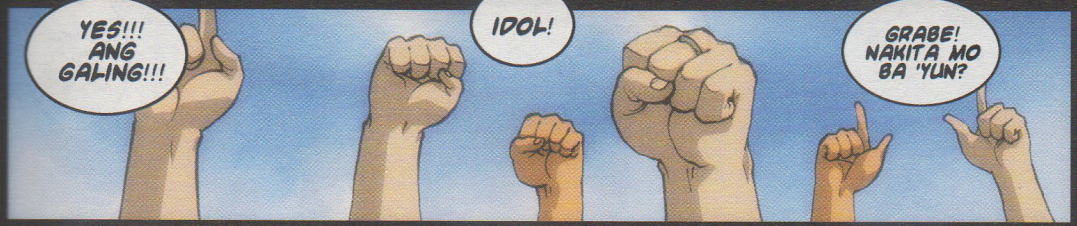


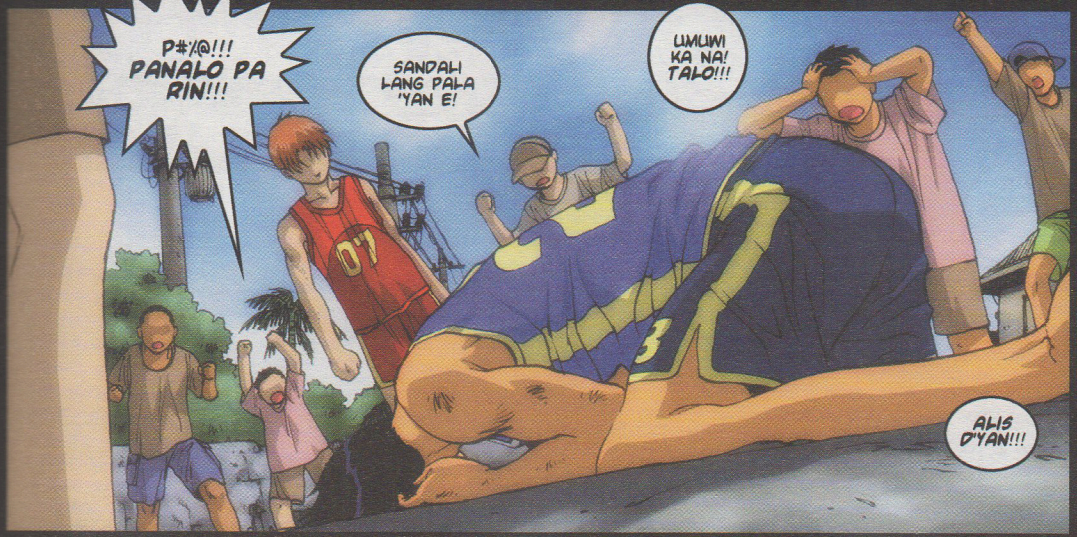


SABI KO GIN! HINDI BEER! NAPAKA-TANGA MO!!!

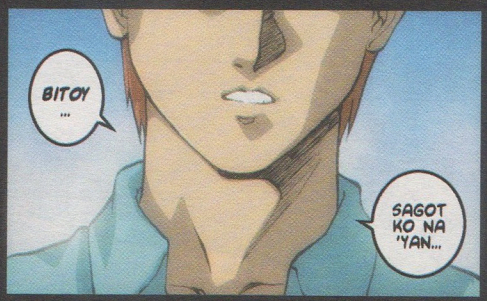
MAGMULA NGAYON WALA KA NANG BAON! BAHALA KA MAGHANAP NG PERA MO!

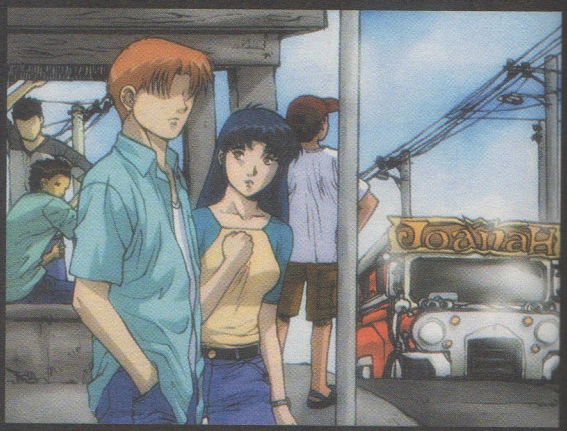
DALAWANG TAON ANG NAKARAAN...

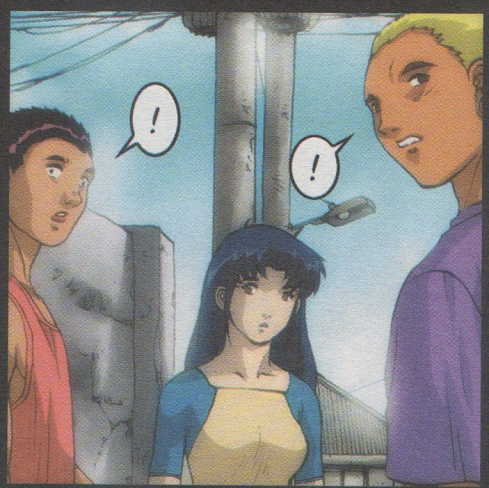




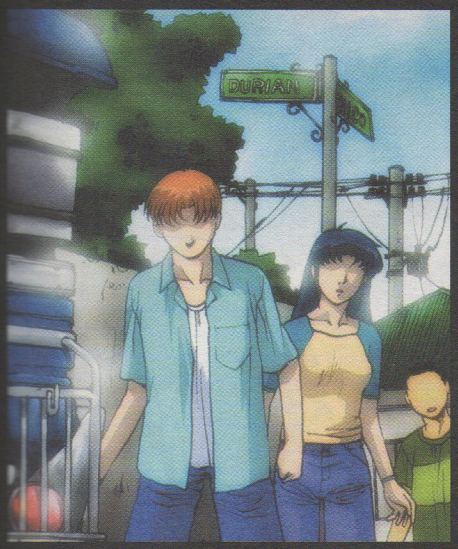
SIGE NA MISS, PHONE NUMBER MO BA?
OO NGA. 'WAG KA NAMANG SUPLADA!

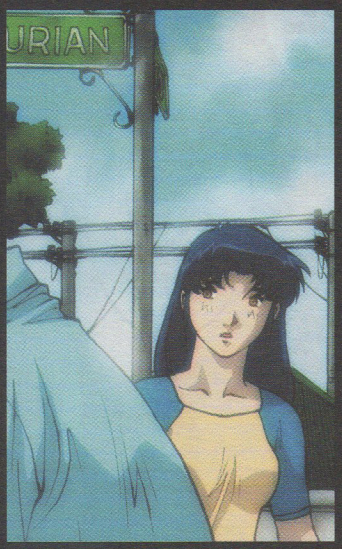

BITOY ...
SAGOT KO NA 'YAN...

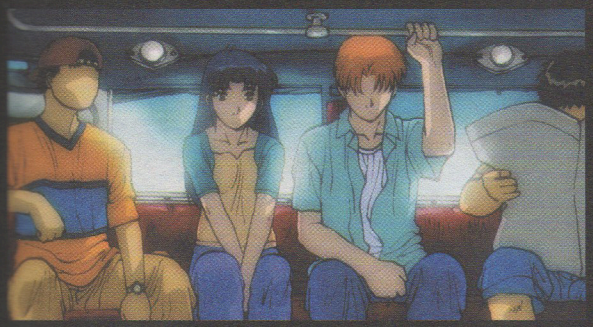


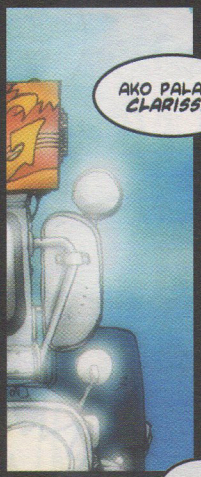

!
!

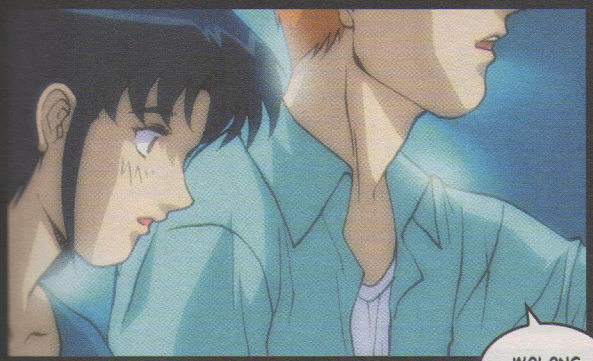
S-SALAMAT...
VOTE
RESIDENT
VOTE


DURIAN

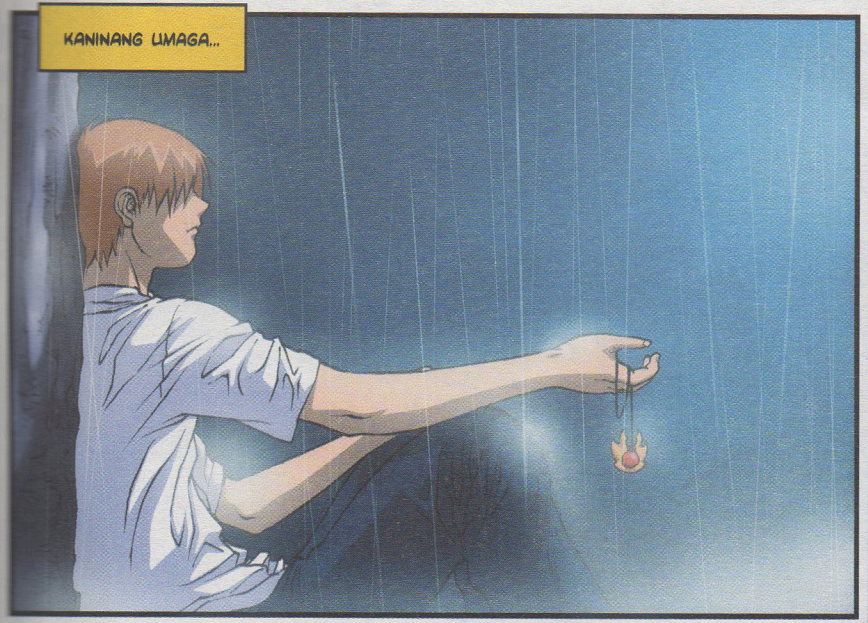

URIAN

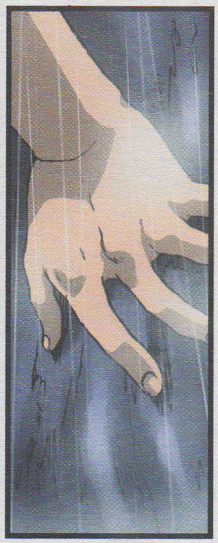


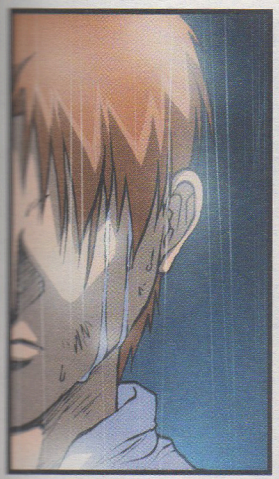

AKO PALA SI CLARISSA.
JEDD.

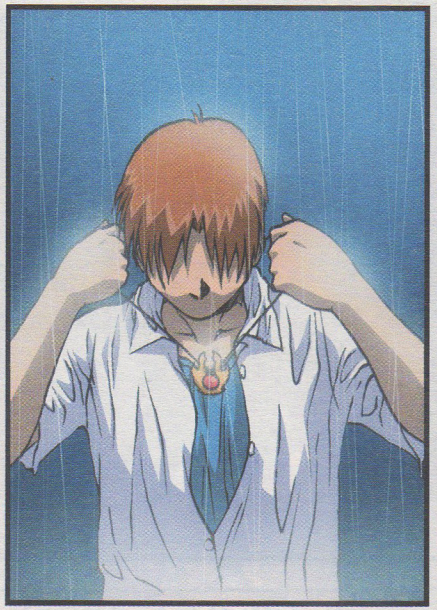

WALANG ANUMAN...

KAHAPON...
...ALAM KO PO GANON ANG TRUST FUND NI JEDD, PERO MAHIRAP NA NGAYON.
'YUNG BAHAY KAYA?
KULANG NA NG DAMIT SI JEDD AT GUSTO KO SANANG DAGDAGAN ANG BAON NIYA. NAHIHIYA NA KO SA KANYA SA BABA NG SUWELDO KO.
AH, TEKA LANG HO, TATAWAG NA LANG PO ULIT AKO.
AT ANO ANG INA-ANGAS MO D'YAN BATA KA!? TANDAAN MO, NAKATIRA KA PA RIN SA BAHAY KO!
MAY REKLAMO KA BA?!?
P*N?*%@ KA! MAGSALITA KA! BA'T ANG TAPANG MONG TUMINGIN HA?!?
FWAK!!


KANINANG UMAGA...







SNIFF! SNIFF! ANG SERIOUS NAMAN NG ISYU NA 'TO! AT D'YAN NAGTATAPOS ANG ISA NA NAMAN PO'NG INSTALLMENT NG ONE DAY, ISANG JEDD! ESTE DIWA PALA! TEKA, NASAAN NA NGA BA SI DIWA?!? 'DI BA TITLE NIYA 'TO? AT ANO NA BA NANGYARI D'UN SA MAMANG NAKABALABAL? HMMM... ITUTULOY!

CCCom Graffiti

It's the first batch of CCCom Graffiti to grace this page for the new year!

We always get a big kick out of seeing the funny, sweet, and the downright hot interpretations of CCCom's characters.

We've got work from returning CCCom Graffitos. We encourage new artists to try their hand at this as well.

As long as the artworks keep coming, we'll keep showcasing them. Thank you, thank you, thank you.

To make it easier for us... please send artworks no bigger than 8 1/2"x11" (short bond paper) in color or black and white. For e-mail entries, files must be 300kb or less. Jpeg format and/or zipped files are recommended for faster download time. Send them to:

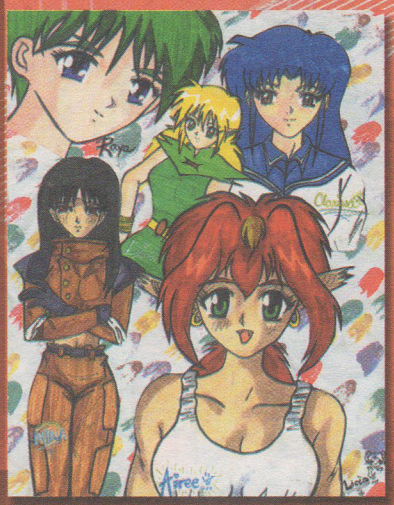
fanart@culturecrash.com

Veronica Canceran
Quezon city

Francis Lanuza
Via Internet

Manuel Aspera Jr.
Gen. Santos City
Via Internet

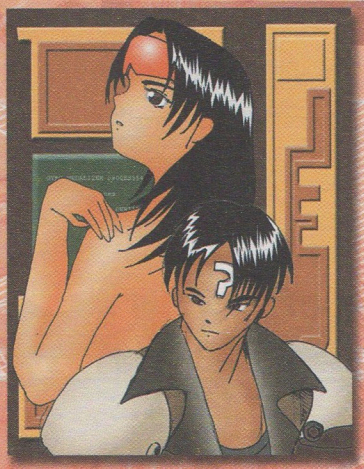
Ryan Marzan
(No Address Given)



Licca
Cotabato City

Bunny Luz
Paranaque City

Alvyn Jasper VeeJay Zaballa
Via Internet



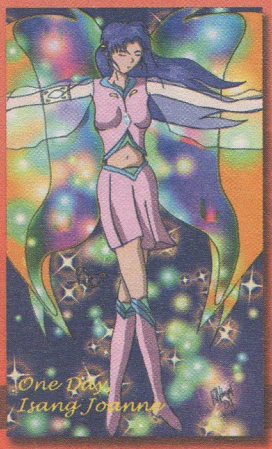
Paolo Vinoya
Via Internet

Mark Chester Ocampo
Via Internet

Ma. Katrina Palmares
Taytay, Rizal

Jing EE
Via Internet

Aymin Landrito
Muntinlupa City



PJ Odanza
Via Internet

Claire Ann
Via Internet

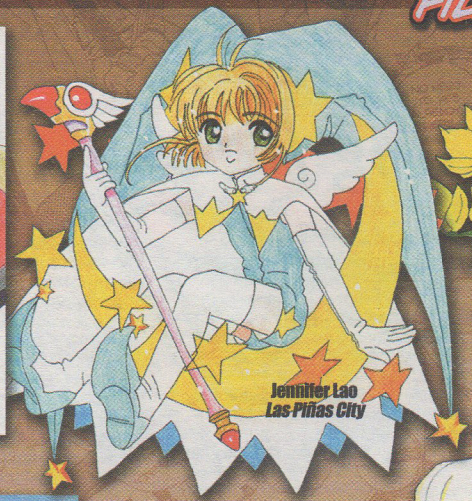
Wiker
Cebu City

These are drawings created by CCCom fans, Filipinos capable of creating excellent works of art. We can proudly say...

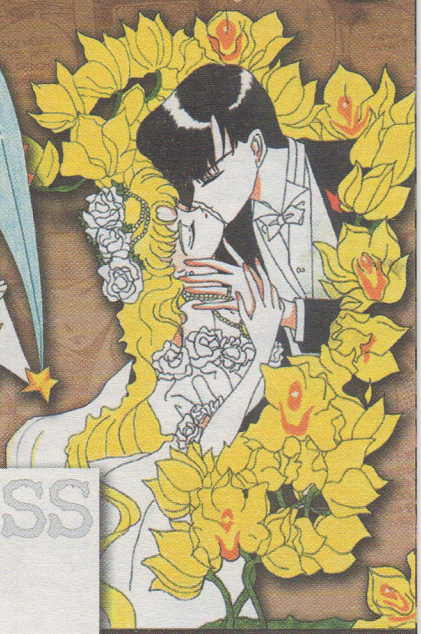
YES! DA FILIPINO KEN!!!

-George Valencia

Nica Rojo
Binangonan, Rizal

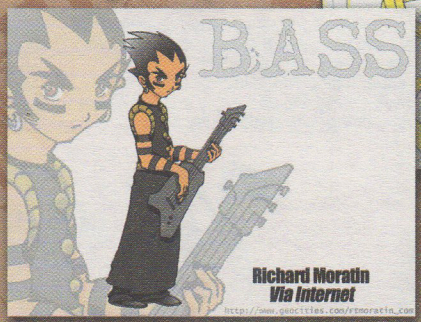


Jennifer Lao
Las Piñas City

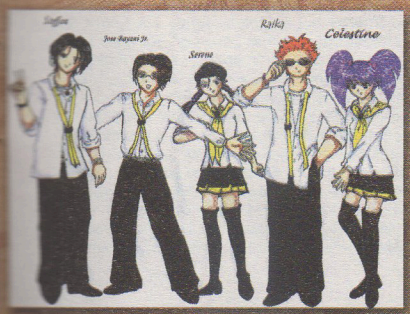


Rose Marie Abines
Las Piñas City

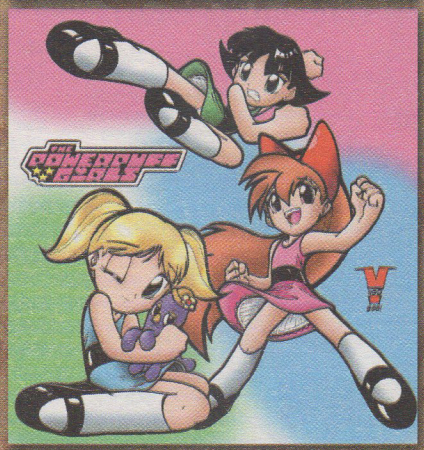
Celestine Lim
Via Internet



Richard Moratin
Via Internet



Red Angel
Via Internet



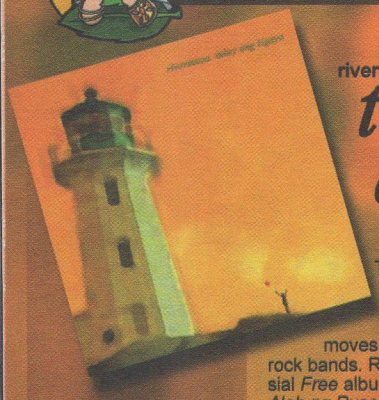
Vinzon Ngo
Via Internet

John Bryant Garcia
Sta. Cruz Laguna

Send your artworks to the CCCom Office or at fanart@culturecrash.com

MUSIC

by Bernie Sim



rivermaya
tuloy ang ligaya

Tracks:
1. Gising Na
2. Imposible
3. Basketbol
4. Kagat ng Lamok
5. Bagong Liwanag
6. Umaaraw, Umuulan
7. Karayom
8. Bochog
9. Age Doesn't Matter Anymore
10. Desperado
11. Ipo-Ipo
12. 'Wag Na Init Ulo Baby

The addition of three band members, a new record deal with Viva Records, and anime hair colors prove to be auspicious moves for one of the country's best pop-rock bands. Right on the heels of their controversial *Free* album and movie soundtrack single *Alab ng Puso*, vocalist Rico Blanco, drummer Mark Escueta, bassist Japs Sergio, guitarists Kakoi Legaspi and Mike Elgar dish out lambanog-flavored hits that range from pop to rock and even indie on their latest album, ***Tuloy ang Ligaya.*** It is certainly a refreshing alternative to all those earsplitting rap-rock bands polluting the local music scene. Sometimes sloppy, often charming, these 12 tracks and their cheeky lyrics hit every Pinoy nerve in the body, especially with their glass-half-full outlook on life.

The sugar junkie would love getting a wake-up call from *Gising Na*, and enjoy a carbo-loaded follow-up with the energetic carrier single, *Umaaraw, Umuulan*. Irony spices things up in the lethargic and lazy *Basketbol*, a musical mantra for wasted youths everywhere. The radio-friendly *Karayom* reverberates with the E-heads' early guitar-pop sound while The Cure's gothic influence is evident in the stormy *Ipo-Ipo*, showcasing Mark's frenzied drumwork. The morose yet calming indie sound on *Bagong Liwanag* sets up *Kagat ng Lamok*'s fun and ridiculous Beck-ish track. while the silly *Age Doesn't Matter Anymore* seems to drunkenly play up the little drummer boy carol. A little more beer and plenty of love problems must have given birth to *Bochog*, a rather melancholic torpe anthem, and the wallowing *Desperado* track that, sadly,won't get you anywhere with a girl. For the hopeless romantic, *Imposible* gets you a better shot at landing a babe thanks to Rico's expert crooning and the sexy-cool guitars. If one of these songs do manage to get you a girl, you'll have the appropriately titled ditty, *'Wag Na Init Ulo Baby*, to calm your hotheaded creampuff down, or make her laugh at least.

Tracks:
1. What You Do About Me
2. Everything
3. Wanna Be Where You Are
4. Miss Popular
5. Jennifer
6. Don't
7. Love Left For Me
8. Payphone
9. Leave Me Alone
10. Sometimes
11. Eventually

M2M
the big room

If you were weaned on *Pretty Boy* and the other falsetto hits of M2M's *Shades of Purple*, you may have a hard time getting used to the Norwegian duo's 2nd album, if not their blossoming good looks. Though Marit Larsen and Marion Raven may have left the perkiness and their training bras behind in their 1st album, ***The Big Room*** still retains M2M's signature catchy pop sound with a few great changes: 1) Marion's got more power in her voice, so that creates a more harmonious sound for M2M; 2) The girls have matured into rock-pop, giving the duo a lot more edge to their craft.

As proven in their raunchy single, *Everything*, it's a worthy musical pay-off to add more depth to previous formulas that worked for such hits as the Pokemon movie's *Don't Say You Love Me* (which probably gave you an bad case of LSS). Playful guitars and jumpy beats make their presence known on most of the tracks especially on the teasingly fun *What You Do About Me*, the bitter *Miss Popular*, the lemony *Jennifer*, the grumpy but spunky *Sometimes*, and the wonderfully bewildered *Don't*. The rest of the tracks are more sentimental but not totally sappy. *Payphone* has a good bittersweet vibe that *Love Left For Me*'s simple yet charged emotions can match. The girls must have banished persistent suitors with the taunting *Leave Me Alone*, which is second to Marion's solo cut, *Wanna Be Where You Are*, as the most OA single on the album. *Wanna Be Where You Are* is so melodramatic that it deserves a place on our local jukebox hitlist. After that track's emotional excess, it's nice to end on a simpler, but no less heartfelt note. Eventually's soothing acoustics caps the 11 track album of this talented tandem, just to prove that talent's not based on the size of your boobs, though it helps, eventually.

November 1-4 * Anime Quest * Megatrade 2

ANIME QUEST

Anime Quest was the last major anime-related event last year which ended with mixed reactions.

One major complaint was that there weren't as much anime merchandise as was supposedly hyped. The "Shop 'til you drop" motto advertised was largely criticized by attendees. Still, you had to admit, they did a pretty good job of packing the place with things to see and things to do. Here's a quick run-down of them:

Video Gallery on the "History of Anime in the Philippines" - mostly Telesuccess properties; understandable since they were mostly responsible for the event.

Trivia Contest - had the current game shows debuted earlier, I feel this would have been more interesting. Final answer? Weakest anime link?

Anime Karaoke - your only chance to sing in Japanese and be applauded for it!

Dating Game - Date Sasa, the exteremely popular cosplayer and of course, the HK cosplay champ, JM Chua!

Anime Mural (Group/Individual) – Mural on a canvas? Well, technically, the artworks were good and big enough to put on a wall, so technically I guess they can be called murals.

Viewing Rooms – Watch Shaider and know why Annie became so notoriously popular! Oh and some cool anime shows were played too!

Photo-op with Anime Quest models – Awww... no Pikachu?!?

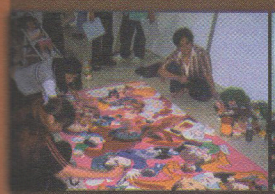
Dubbing booth – I always thought I'd make a better Tamahome! "Ah Miaka! Ikaw ang mahal ko!" (try doing that with a straight face, I dare you!)

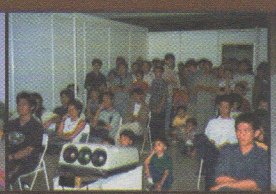
Face-painting – In your face anime! Errr... Help! I'm running out of witty comments!

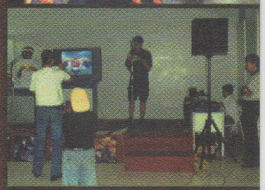
Also, anime music was provided for by the Caribbean Spy Band with Pido & Take One playing pop music in between.

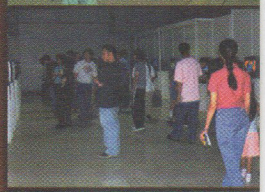
Another big source of complaints came from the bad air-conditioning due to the Luzon-wide blackout last November 4, 2002. Something the organizers were unjustly blamed for. Hundreds of visitors including some 250 cosplay participants suffered from the heat, some even started fainting. As a result, not all the finalists had the strength to continue.

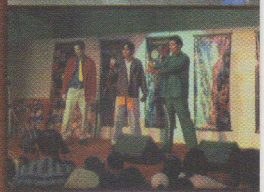
Definitely a Herculean effort was made by the last minute replacements put to charge for the event. For that we applaud them, but truth be told, everyone who had been in any of the events last year was really vocal about their desire for all the organizers to just band together for one really big, really special anime event per year. While we would truly wish to see the day that happens, the business side of things just makes that day a distant dream. Then again, who knows, right?

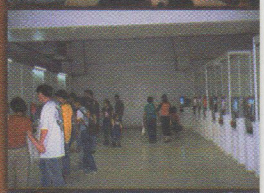


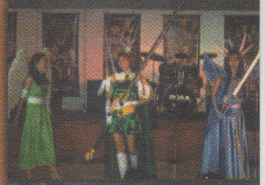












LETTERS to the staff

Write us at: feedback@culturecrash.com or at J.C. Palabay Ent., Inc./ Culture Crash Comics 67 Gen. Ordoñez St. Marikina Heights, Marikina City 1811

When Culture Crash 5.5 came out in July we were ecstatic. But then as August (and September… and October… and November…) rolled by, we got impatient. When December hit at wala pang Issue 6, we were ready to kill you guys! But we spotted it at Powerbooks and we grabbed our copies. It was a satisfying read, so we (almost) forgive you.

But seriously, you've done an excellent job. You guys are the best. We wish you the very best of luck.

-Rina Alfonso and Bunny Luz
Paranaque, MM

Rina and Bunny sent us a well-chosen, well-crafted greeting card. Thanks for the enclosed gifts! Thanks especially for not killing us!

Dear CCCom,

First off, my congratulations for a very wonderful comic book. You said you guys have been through heaven and hell just to come up with a mag like this, but with all recognition it is now enjoying, I bet you've finally received the fame you rightfully deserve. Culture Crash is a living testament of the Filipino's true potential: creative, innovative, and imaginative, exuding pride for a form of popular culture which most people are nowadays beginning to overlook.

Hats-off for coming up with a very new concept and with 6 issues already out, I can see that this is no product of bravado. You guys really love your work, and as far as I can see it, it has manifested in how this comic book has reached its well-deserved place in the diverse pinoy pop culture. In case clones show up (I know there will be!), keep in mind that you were the first!

The publication is still quite young so some complications here and there is quite understandable. But as soon as you work yourselves up into a well-oiled machine, I bet my two cents that businesses will soon come grovelling at your feet begging you to let them sponsor you. In fact its surprising that with the huge following that you're gaining, those business tycoons haven't recognized you yet. Oh well...

Regretfully though, I don't really buy CC, instead I just borrow them from a friend. With college education being one of the most expensive endeavors in life (even if you come from those "Iskolar ng Bayan" type of schools) I can't really afford it right now. I'm not complaining about the price but I just needed to get that out my chest.

Whenever I get a new issue, I read it with such gusto that I peruse it from cover to cover. Issue 5 was interesting since it featured a "Why we hate Culture Crash" article. After reading it, I concluded that it was a clear case of ILS (Inggit Lang Sila) syndrome. I have encountered so many people with this unmistakeable sickness, probably comes hand-in-hand with crab-mentality. As the old adage goes, "You can't please everybody".

Everyone has a motive in pursuing a dream but as long as chasing that dream doesn't mean stepping on others' toes, there's no need to be reproachful. As long as you guys have that dream as a beacon to success, then follow it with all your heart. For me, a dream is like an MRT through life, its a safe and straight way, the only difference is it's free ^_^.

Good luck guys! Keep it up!

Michael Recto aka Trex
Via the Internet

Thanks for all the flattering comments Michael. We are still struggling right now and I think it's just a matter of time 'till we get this production problem licked. But really, we are going thru hurdles right now and hopefully, the mentioned price increase will not happen. As you mentioned, a load of advertisers would really help but that's just so difficult to get these days, especially with our irregular release dates. Truth be told though, the only real support that enables us to continue come from the people who actually buy Culture Crash. Still, we love the fact that we have an immense pass-on readership. Oh and thanks for the cool poetry!

BUHAY PA PALA KAYO!!! THANK GOD AT NANDYAN PA KAYO!!! HINDI KO MA-IMAGINE ANG BUHAY KO KUNG WALANG CULTURE CRASH!!!

Seriously, though, I really thought you guys were DEAD. I mean REALLY DEAD. As in six-feet under the ground, never to rise again dead. You get the point, don't you?

Anyway, it's nice to see you guys alive again. Issue 6 was a nice issue.

However, I am still dissatisfied with SOLSTICE BUTTERFLY. No offense to Mr. Beltran, he seems like a nice enough fellow. But his storytelling & artwork could go much farther. The story arc is too damn broad and complicated; reminding me too much of the time when I tried to read the history of Starcraft; it was more than 100 pages long and irrelevant to the gameplay and too damn boring.

ODID is really great, no qualms here. Cat's Trail is really funny and entertaining, keep up the good work. But Pasig, oh my God, Pasig rocks sooo much! I like the story (astig pare) the art is great (in the sense that it blurs conventional conceptions about anime art). Taga-Ilog, whoever the hell you are; you are the man!

Thanks for your time!

Good-bye,
Paolo Francisco D. Villanueva

Thanks for all the constructive comments Paolo, but really, just give SB some time. Things are just starting to pick up and is getting more and more interesting. We hope the story develops more to your liking in the future.

HI! I'm one of your millions of fans. Can you please return the anime review segment so that we can have an update on upcoming and previous anime in the Phillipines? Good work on your "Mangazine" keep it up!! Sana eh maging monthly na uli kayo.

Patrick Milanes
Via the Internet

We'll be putting on another anime review by next issue. Thanks Patrick!

You mentioned that people can order back issues but I can't find where in the book you say how. I'm interested in ordering 3 sets of all the back issues from 1 thru 6 (can't find any of ish 6 where I am). That would be 3 x 7 x 100? P2100, plus P20 x 7 for shipping costs? P2240? Or are there extra fees to be paid for provincial orders?

Phil Muñoz
Via the Internet

Your estimation is accurate Phil. Just send us a check or a deposit slip copy of the bank transfer. We realize the shortage of CC copies in the provinces and really we wish we could do more. As for fulfilling back-issue and subscription orders, we're still getting some complaints from provincial areas, so would you guys be interested in using costly, though better service from courier services?

Hello =)

I don't know where else to write and inform you guys what I would eagerly want to say but through this e-mail.

Ever since this friend of mine brought a copy of Culture Crash 5.5 in school, many of our classmates can't seem to get their hands off it, especially after reading the side-story you guys did with "One Day Isang Diwa". These people weren't even interested with animé or comics at all!

It was probably because of the unpredictable, humorous, (plus contagious) brief, and, signifying outcome each story has evidently portrayed in this particular issue.

As a whole though, and for young people like us, I think whoever grabs a copy of CC will definitely find him/herself immensely glued to it since you don't necessarily have to be an anime fan in order to learn how to love it gradually.

Kung tutuusin, simple lang siya pero malakas ang dating sa 'min lalo na't alam namin na orihinal, malikhain, at tubo ito ng matamis na pagod ng aming kapwang mga pinoy. Sulit nga ang magbayad ng isang kopya for PhP 85.

Honestly, I am not an avid reader of CC. Allow me to say how much I regret the unfortunate fact that I did not even mind to avail a single issue of it before (it may also be due to the fact that my own interest for anime continues to lessen day after day until I read your remarkable comic). Oh, one more thing, the CD reviews you guys include are a big plus to its spontaneity.

Anyway, I guess this also means that having a little fun doesn't hurt after all. You must truly love your work so you are able to share to the world something more that speaks of you. Nakakabilib kayo! ^___^

More power guys!

Thank you and take care!
Eden-Angeli
Via the Internet

Ah, the infamous 5.5 issue. You know, with enough letters like this and more people like you jumping in to support CC, we just might make that prospect of a price increase disappear after all! Thanks for the great letter Eden-Angeli!

Ladies and gentlemen! It's the year of the horse! So what does that mean? It means we have to start slapping our behinds and start moving faster if we want to get further and to give you readers what you deserve! Consistency!

See you soon in issue 8! Oh, and don't worry about that price increase thing, we're not gonna pull a fast one on you. It'll be put on the table again after we get your advice about it. Because in the end, you're the ones keeping us alive!

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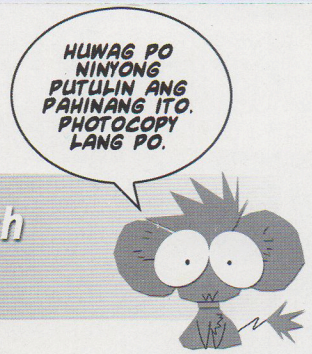

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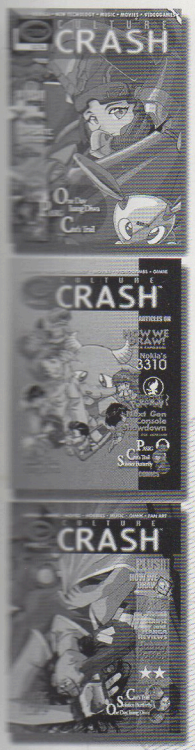

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